EON

WIN A TRIP TO FANFEST 2006

PIRACY

MASSIVE 8-PAGE GUIDE TO BEING EVIL

CAREERING

EVE'S NEW MINI-PROFESSIONS — INQUIRE WITHIN

HOLY TRINITY

MORE SCENES FROM THE RENOVATION

EVE ONLINE

PLUS: ON THE PATH TO KALI • CHRIBBA – LORD OF THE FILES • E3 REPORT
GUIDE TO SKILLS • JADE CONSTANTINE, MAGGOT & SHAMIS ORZOZ PROFILED

massive multiplayer magazines

⟫⟫ YOU WILL BE READING...

BIFF STEEL
The Producer of *Darwin's Contraption* takes time out for an update

DIGITALCOMMUNIST
Size isn't everything you know, as DC hops around in Interdictors

HERKO KERGHANS
One of EVE's most prolific writers spins another yarn

ISTVAAN SHOGAATSU
First it was *PC Gamer*, then *New Scientist*. Next stop *Maxim*, perhaps?

NYPHUR
Say a warm hello to EON's master of player guides

PAGUS III
More EVE celebs are grilled by our roving showbiz reporter

REIISHA
Another look back at EVE's glorious past for our archivist

TRIPOLI
When it comes to adding up skillpoints, this guy knows all there is

VERONE
A pirate legend all-too happy to reveal the secrets of his success

WINTERBLINK
EVE's comic genius. A genius at making comics, that is. His stand-up sucks

ZAPATERO
EON's chief of wordage wants one of those new Amarr Battlecruisers now!

FOUR DOWN, 96 TO GO...

I read somewhere, long ago, that 90 per cent of magazines never make it to their first birthday. It was a UK statistic and as some may know, the UK magazine market is a fairly healthy one. Don't quote me on the exact figure though, it could be 70 per cent, but the deal is that releasing a new magazine is a risky business and the odds are stacked against you. This is especially true in the arena of PC gaming magazines because, frankly, sales are nosediving. To release a magazine devoted to one particular PC game that most of the gaming industry either still hasn't heard about or looks down upon could have been considered utter madness. And yet here we are, a year on (almost) and still going strong, with no commercial advertising, a high cover price and only one channel of distribution. We'd like to believe we're still going because of our incredible commentary, insightful reportage and great design, but in truth we're still here because EVE and its community continue to push forward; we're simply riding along on those amazing coat-tails. Long may it continue. Actually, long it might. A year ago when we were designing the look and feel of E-ON (back when it might have been called EVE+ or EQ), I questioned our Publisher's decision to flag the first mag as Issue #001, as if we'd ever use all three digits. But you know, however long we or EVE lasts, you get the distinct feeling that EVE has many years ahead of it, more than its contemporaries. *Ultima Online* is nearing its tenth year of operation. EVE is a relatively youthful three and yet the effort being poured into development rivals that of many high-profile, next-generation titles. Hell, thanks to the Trinity upgrade, EVE is *already* a next-generation title. Perhaps reaching #100 is a tad ambitious (considering it will take 24 years to get there), but I'm happy to predict E-ON and EVE will be side by side for quite a while yet. As long as CCP keeps building and as long as 130,000 people keep pushing at the frontier, we'll keep telling EVE's story. Enjoy the issue.

ZAPATERO
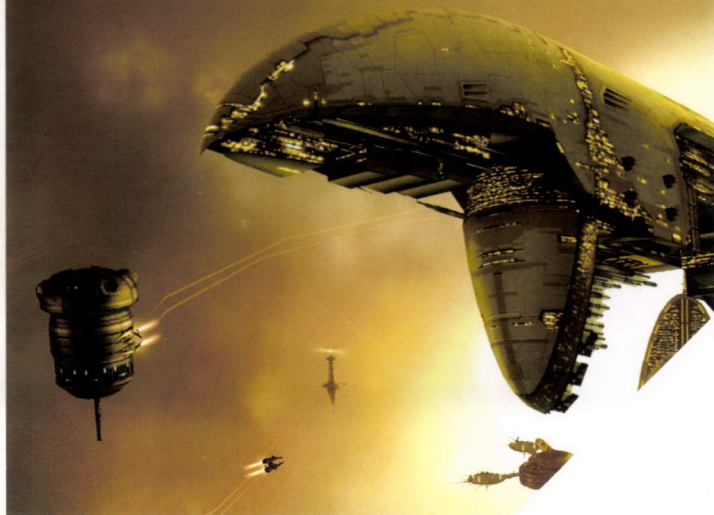
We have chosen our path
have you?

chosen path

THE UNIVERSE FORCES THOSE WHO LIVE IN IT TO UNDERSTAND IT. EVE BELONGS TO THOSE WHO, TO SOME DEGREE, HAVE FIGURED IT OUT

⊗ ONCE AGAIN, MASSED FRIGATE ARMIES SEEK OUT FAME AND FORTUNE AS THEY STRIVE TO UNDERSTAND THE HARSH REALITY OF EVE BEFORE THIS BRIEF UNIVERSE IS EXTINGUISHED FOR THE FINAL TIME

KALI CUT TO PIECES

STAGE ONE TO ARRIVE IN SEPTEMBER

EVE is currently in its Bloodlines phase, which was preceded by Red Moon Rising, Cold War, Exodus and Castor. June saw the release of the final Bloodlines patch, which itself was due to be a feature of Red Moon. Confusing, ain't it?

Kali, the once near-mythical EVE expansion that has had more features rearranged than Michael Jackson, has at last been cemented in the release schedules and its features set in stone. As was officially announced at E3 in May, there will in fact be a three-staged release with part one of Kali due in September, part two by the end of the year and the final instalment due around April 2007.

"There were a lot of factors that affected the decision to deploy Kali in three parts," states Senior Producer, Nathan 'Oveur' Richardsson. "One is that releasing new features and content in smaller stages meant less risk, both in deployment and disruption to the game world. A more rapid release schedule allows us to deploy new iterations of the already released features faster, while at the same time we can more regularly deploy bigger fixes and improvements. It also allows us to better focus our internal development pipelines. It's a more serial process, with clearer goals and you really feel the sense of accomplishment when you can sign off on a feature and deploy it, not let it sit and wait for three months."

So what exactly will be in Stage One. Quite a lot, according to Nathan, who cites 'contracts' as the flagship feature: "We think contracts are going to revolutionize the abilities of corporations to manage themselves, allowing them to foster more formal relationships with people where you have even more limited-trust relationships. It also includes auctions and the ability to do multi-step contracts, such as where you escrow up a ship, but you only release it if someone (anyone) brings the materials you require – not necessarily just ISK."

One of the most interesting features due for Stage One is combat reorganisation, which are revamped tools designed to allow better situational awareness. There'll be a seamless zoom going from your ship to the universe level, where a scoot on the mouse wheel will see your ship pull away and moons, stars, constellations and then entire regions fill the screen. This feature will go hand-in-hand with the updated system scanning required for exploration – part of the revamp to mini-professions (see *Career Paths*, page 42).

"Next-generation Research and Development is starting with the introduction of Invention. You can now evolve Tech I BPCs into Tech II BPCs if you have the necessary materials, tools and knowledge to do it. Combat Boosters shouldn't be forgotten either, where we're populating eight of the current 0.0 regions with a COSMOS project, which provides the ingredients for the Boosters. You then need to gather recipes and knowledge to create them, utilize special labs in Starbases, and, of course, get it on to the market.

Of course the September release will also see new ships introduced, namely 'tier-2' Battlecruisers and 'tier-3' Battleships. Destroyed ships will also leave behind wreckage.

"You can still get the loot out of it as usual," says Nathan, "but now you can also salvage the shipwreck for possible components. These are then used to create new ship upgrades, kind of like implants for ships. Last but not least, we're opening up eight new 0.0 regions for the

IT'S A BIG DEAL

>>> PICK A CARD, ANY CARD

After taking on the giants of the online gaming world, CCP is making final preparations for its assault on the lucrative collectable card game (CCG) market. In fact, *EVE: The Second Genesis* (see E-ON #002) is currently in manufacture, and 'Megapacks' are now available to pre-order via the EVE store at www.eve-ccg.com.

Though self-financed, CCP has arranged a distribution deal with US gaming giant, White Wolf, the creators of such luminary pen-and-paper RPGs as *Vampire* and *Werewolf*. The deal will see *EVE: TSG* available at retail outlets in the US from October, alongside the likes of *Magic: The Gathering*. Naturally, Lead Designer Petur Thorarinsson, is both pleased and slightly nervous.

"I feel a bit like I did when my wife was expecting our first child," he says. "I just knew I was about to experience something spectacular and all I could do was wait."

The game itself will be sent out prior to GenCon, the leading trade and consumer event for card, board and wargaming. CCP will be attending again this year.

"Last year we went to learn about the show and the CCG industry. This year will be quite different," says Petur. "We will have our own full-blown EVE booth, where we will have multiple demo stations for *EVE: TSG* and *EVE Online*. We'll also have an EVE shop with all the cool swag you know from our online shop and a lot of new items. Every attendee will get a free booster pack when they show up, and if they come to demo the game they will also receive a starter deck for free. Finally, we are planning to host a tournament with big-money prizes."

The EVE CCG has been in development for more than 18 months and was first seen by the EVE faithful at last year's Fanfest, where it was well received. Since then the game has gone through a period of intense beta testing; before the decks were readied for print, Petur had already

The ultra hi-res ships will be introduced next year, but they're not strictly a Kali feature
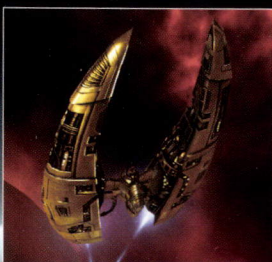
The Abaddon is the new Amarr Battleship

Those Minmatar have learnt how to design ships at last
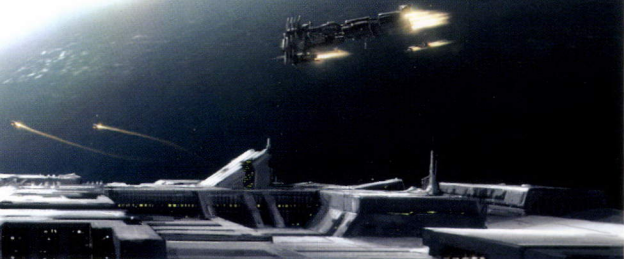
growing population in the lawless regions. They are not owned by an NPC faction nor do they have stations. This territory is for pilots to build up from the ground."

Kali's Stage Two will be dominated by Factional Warfare (see E-ON #002), whereas the final stage release will be based around the Trinity graphics update, where the EVE client will be available in 'Classic' and 'Vista' versions. Nathan is quick to remind us, though, that Classic will remain the main focus, because of course: "there won't be any computers that can run Vista Gaming at first." Nathan's also keen to point out that the Trinity upgrades won't start and end with the final Kali release.

"Stage Three isn't just about graphics, but it will include the graphics engine upgrades and ships," he says. "In terms of game features, expect a similar set to the first stage, but being more about evolving current systems than adding entirely new ones. There are a lot of aspects that require overhauls. The graphical upgrades are a long-term project that wouldn't be able to fit into Kali alone. We're focusing on all the ships now, but almost everything else – nebulae, planets, stars, stations and environmental objects – are left."

We suspect much about Stage Three is still being kept secret. After all, it's traditional for CCP to surprise attendees at the Fanfest with some new feature.

begun work on how it will evolve post-release: "Even though the cards won't be physically changed after they have been published, the game will continue to evolve in the hands of the players, and we will continue its development by creating expansions. We have a lot of material for future expansions, both in regards to themes and game mechanics. In which order we will introduce them is still being violently debated."

Clearly the game is a labour of love and, although it's not been so prominent in the eyes of EVE players, it shouldn't be overlooked that CCP has managed to secure the support of the two of the most prominent CCG companies.

"Cartamundi was the first manufacturer we visited. There was no need to look further," says Petur. "It has been spot on in every aspect and a real pleasure to work with. It has been the leading manufacturer of CCGs for decades, as well as being the company that pretty much created the industry in the early '90s. Its response to the game has been extremely positive, but in the end it's not our opinions that count, but those of the players."

Cards on the table. *EVE: The Second Genesis* is already at the printing stage and is available to pre-order right now

YULAI HOLD 'EM, ANYONE?

If the EVE CCG looks to be a bit too involving and you'd rather be playing a more sedate game of snap, you may be interested to know that a pack of casino-quality playing cards is also being planned by CCP and will, hopefully, be available via the EVE Store by the end of the year. Cartamundi, who incidentally supplies Las Vegas casinos, is likely to be on printing duty and there's also talk of proper EVE-branded casino chips being manufactured too. The CCG requires tokens to play and the chips would be a perfect accompaniment to the game. Along with a couple of friends, some beer and various processed bar snacks of course.

ESCAPE FROM L.A.

>>> THE POST-E3 MORTEM

A Blizzard raiding party tracks down CCP's Anna, little realising the CONCORD presence behind them

Above: the show is over and CCP/ISD volunteers kick back with a beer and some close-harmony singing

Left: massive screen on the CCP booth at E3 brought EVE Online to the American masses

Below: in the Spacebar above the CCP stand, a pre-show staff meeting reveals that someone left the grenades at home. They would have to think of another way to sabotage the competition

Another year and another E3 trade show comes and goes in Los Angeles, with much fawning over numerous next big things and subsequent muted reflection.

Among the maelstrom of booth babes, freebie-poncing fansite webmasters and other game industry detritus at this year's global gaming showcase, CCP managed to set up camp: an impressive altar dedicated to EVE, atop which was the mythical Spacebar. You're not anyone unless you go to E3, it seems, and CCP was there in force.

"It was about time EVE Online got its representation at E3," says Magnus Bergsson, CCP's CMO. "We wanted to do this last year, but simply didn't get any booth space. Getting booth space at E3, at least some decent booth space, is no easy feat. This year all the moons seemed to align correctly."

The aim behind the LA expedition was simple – to get EVE noticed by the world at large: "We wanted to get a better reach into the media in the US," says Magnus, "to meet with potential partners in the 'States and those representing companies in new emerging markets. We wanted to meet with current partners to strengthen our relationships. Finally, we wanted to show the industry that EVE is not any type of a fad that is going away. We achieved all those goals so it was a smashing success."

The three days passed as such days do, with a constant stream of press people looking for an angle and maybe a free pen, all of whom were attended to by CCP devs and volunteers, who in turn were eager for the clock to hit 6pm so the process of unwinding could commence. All told, CCP hosted more than 500 media appointments.

"It was crazy. Having 15 minutes for each meeting creates an odd kind of pressure, and doing that for three days leaves you a bit brain-dead. But it was also a lot of fun. The accidental visitor got hit by the large screen with the EVE trailers and that seemed to work well. Still not as good as having Paris Hilton in your booth, but instead we just had her next door."

CCP, the EVE Online booth and the Spacebar will be returning to Los Angeles in 2007 to camp out other minor celebs.

ALLIANCE CHAMPIONSHIP GETS UNDERWAY

>> AS ONE WORLD SPORTING EVENT REACHES ITS CLIMAX, ANOTHER BEGINS

If last year's Fanfest PvP Championship proved anything, it was that such things work better as an event where all of EVE can participate. And so the Caldari Gaming Commission's Capsuleer Tournament was born: three-on-three duels between the best pilots each alliance could muster. And since people could take part without travelling to Iceland, very successful it was too. So much so that the second such event is due to start on Friday July 14th.

"The format is single elimination, so if you lose a single match you get knocked out," beams Heimir Pálmason (aka LeMonde), CCP Content Developer. "Each alliance will select five pilots who will each fly different ship classes (Frigate, Destroyer, Cruiser, Battlecruiser and Battleship). The tournament will be held on Tranquillity and players will bring their own ships and equipment. We are expecting 128 teams, which would make for seven rounds. There will be two arenas with matches scheduled every 15-20 minutes."

EVE-Radio will once again be on hand to provide commentary, only this time we'll be able to see faces as well as hear their dulcet tones – a studio has been set up in Iceland where presenters and the production team will be focused for the entire six days of boradcasting.

"It's going to be insane," says Dave Collier (aka Urban Mongral), who is one of six EVE-Radio staff being flown out to Iceland. "We plan to be on air for nine hours a day, plus many hours behind the scenes. That's just for the live broadcasts. We are working on having a load of pre-recorded material filmed, edited and ready, so that people who aren't necessarily into PvP will have features which interest them as well."

EVE-Radio aren't the only ones working hard. CCP is developing special versions of the client for the event, so that viewers will be able to enjoy decent views of the battle and have stats on screen of the battle in progress. And of course, CCP will be popping into the studio during the event to comment on the matches.

"We are currently working on a deal with the same people who provide us with patch and client downloads," says Heimir. "Players will most likely have access to two streams, one free low-res and a higher-quality, pay-for option. Our main problem here is bandwidth and the related costs."

CCP won't reveal what the prizes will be for the winners. The first such event – The Amarr Championship, way back in 2003, awarded winners with ultra-rare Silver and Gold Magnate ships, whilst the winner at last year's Fanfest PvP event won a Brutix prototype model.

Perhaps after the cost of setting up EVE TV, the only prize CCP will be able to afford is a pair of EVE socks. Per team. Keep up with events at http://myeve.eve-online.com/events/alliances/tournament/

THE ALLIANCE
TOURNAMENT

Anything goes, almost, in terms of the ships and modules allowed. Faction, Deadspace and officer modules as well as target jammers, sensor dampeners and tracking disruptors are banned

TOUCHED BY THE HAND OF MOD

>> EVE GETTING THE HOMEWORLD TREATMENT
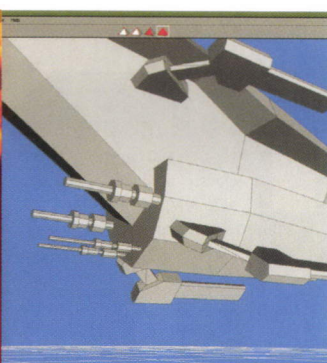
OK, so they need some paint, but Kestrels in Homeword 2... Hello!?!
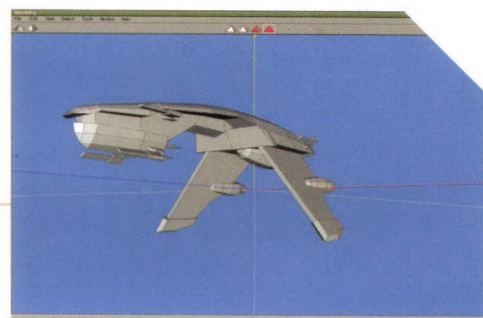
A group of talented EVE players have decided to undertake an EVE-themed modification for Relic's award-winning RTS Homeworld 2. The as-yet unnamed project aims to introduce two single-player campaigns, one set during the Minmatar succession, the other during the Gallente-Caldari war, with players able to direct massive fleets made up of hundreds of ships. Currently it's very early days for the small team, but already ships are being modelled at quite a rate.

It is hoped most of the Tech I vessels will appear in the game, and whilst the modification will be based as much as possible on EVE's style of combat, some intriguing gameplay features are being discussed, such as ships filled with marines – which was a feature of the original Homeworld 2.

CCP has given its blessing to the project. Nathan Richardsson said: "It's really cool! A lot of us played Homeworld and Homeworld 2, so we know what experience the EVE HW team is aiming to create. We just hope it'll be up to players' (and our) expectations."

OFFICIAL EVE ONLINE CHARTS

TOP 10 MOST DANGEROUS 0.0 SYSTEMS
(by number of kills over last three months)

SYSTEM	REGION
EC-P8R	Pure Blind
9CG6-H	Querious
PF-346	Syndicate
S-U8A4	Syndicate
M-0EE8	Tribute
N-RAEL	Great Wildlands
HED-GP	Catch
MHC-R3	Syndicate
V2-VC2	Catch
BWF-ZZ	Geminate

TOP 10 BUSIEST SYSTEMS
(by number of warpgate activations over past three months)

SYSTEM	REGION
Jita	The Forge
Sobaseki	Lonetrek
Renyn	Essence
Isanamo	Lonetrek
Oursulaert	Essence
Amarr	Domain
Ashab	Domain
Urlen	The Forge
Juunigaishi	The Citadel
Kisogo	The Forge

TOP 10 MINING CORPORATIONS
(Total corp 'Mining' skillpoints / No. of members. Corp size >= 25)

Serenity Inc
Frontier Technologies
The Fated
Danish Freedom Fighters
Rather Odd Industrial Dynasty
Pimpology
Reddish Bears
Old Farts
Egg Enterprise
Nemesis Advanced

IT'S GOOD TO TALK

» BUT WILL EVE VOICE CREATE A TWO-TIER EVE?

Although no scientific research has been done on the matter, we'd wager that if two similarly-equipped fleets were to meet, one *avec* voice comms and the other armed only with text chat, the later would be eliminated before getting out a 'wtf!'. It's no surprise, then, that the vast majority of EVE players are already familiar with voice-chat software, in fact many corporations insist members install the likes of TeamSpeak or Ventrilo as a pre-requisite for joining. Both are easy to use, universally popular, reliable, don't impinge upon the game servers and, most importantly, are free. Which makes it all the more intriguing that CCP recently announced a collaboration with Vivox called EVE Voice, a voice communication tool that will be fully integrated with the client software.

"Even through TeamSpeak and Ventrilo – even Skype – you're still not able to utilize the opportunities of truly integrated voice with game mechanics," says Nathan Richardsson. "We want EVE Voice to provide more value than you get from external applications, with a level of integration that will give more abilities and even stronger situational awareness in combat than before. Imagine looking at the new solar system view, where you see the location of your team-mates – which then light up when they are talking. Imagine the gang leader, or any other member within the new gang hierarchy which has the rights to control the gang, being able to moderate – and simply mute all others than himself when giving out orders. That's the level of integration we're aiming for."
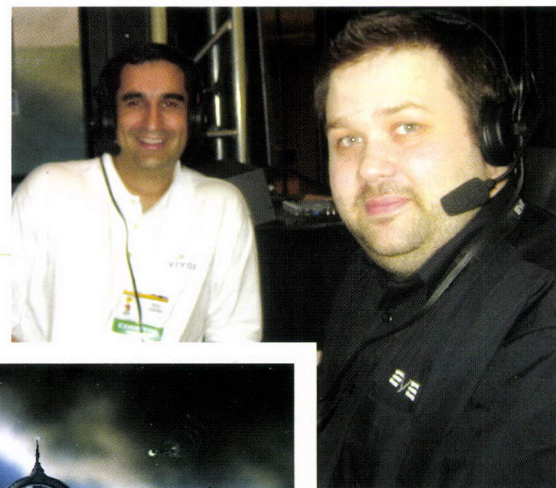
Above: at E3, Monty Sharma from Vivox was on hand to demonstrate EVE Voice with Oveur
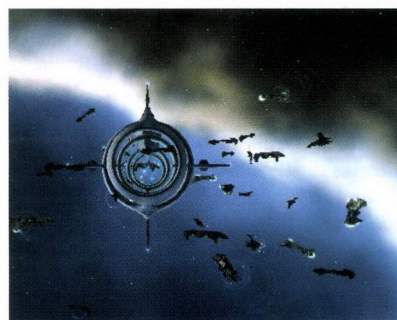
Left: fleet battles will be better with voice chat

CCP has been quick to dispel fears that integrated chat would impact on the game servers. Vivox will actually host the 'voice' servers and they will therefore be entirely separate from the EVE cluster.

"We'll only be handling the messaging which comes with the added levels of integration," explains Nathan, "everything else is between the Vivox servers and your client. It shouldn't affect client stability."

Vivox certainly appear keen. It was they who worked to integrate the software into the EVE client. As a result both companies are looking to extend the relationship with talk of connecting EVE Voice into EVE Lite (think EVE messenger plus skill training, contracts, market etc.) so that players will still be able to join Corp Chat even when away from EVE.

The downside to this level of integration is that EVE Voice will require a subscription, estimated around the $1-2 per month mark.

TOP 10 MOST EXPENSIVE SHIPS (Avg. price across all regions)

#1 Moros (Dreadnought)

#2 Thanatos (Carrier)

#3 Fenrir (Freighter)

#4 Charon (Freighter)

#5 Providence (Freighter)
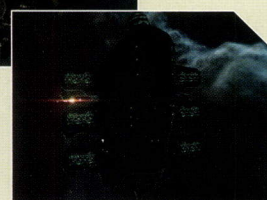
#6 Obelisk (Freighter)

WARP DRIVE ACTIVE

E-ON EDITION [C] M.LASTUCKA

> HEY GUYS? I CAN APPRECIATE CAMPING THIS GATE IS *REALLY* IMPORTANT AND ALL, AND I HAVE NO REGRETS ABOUT SIGNING ON FOR *FIGHTER* DUTY. BUT HOW ABOUT SENDING ME BACK HOME ONCE IN A WHILE FOR A *BIO BREAK*?

> QUIT *WHINING* AND GO IN YOUR FLIGHT SUIT, *MAVERICK*.
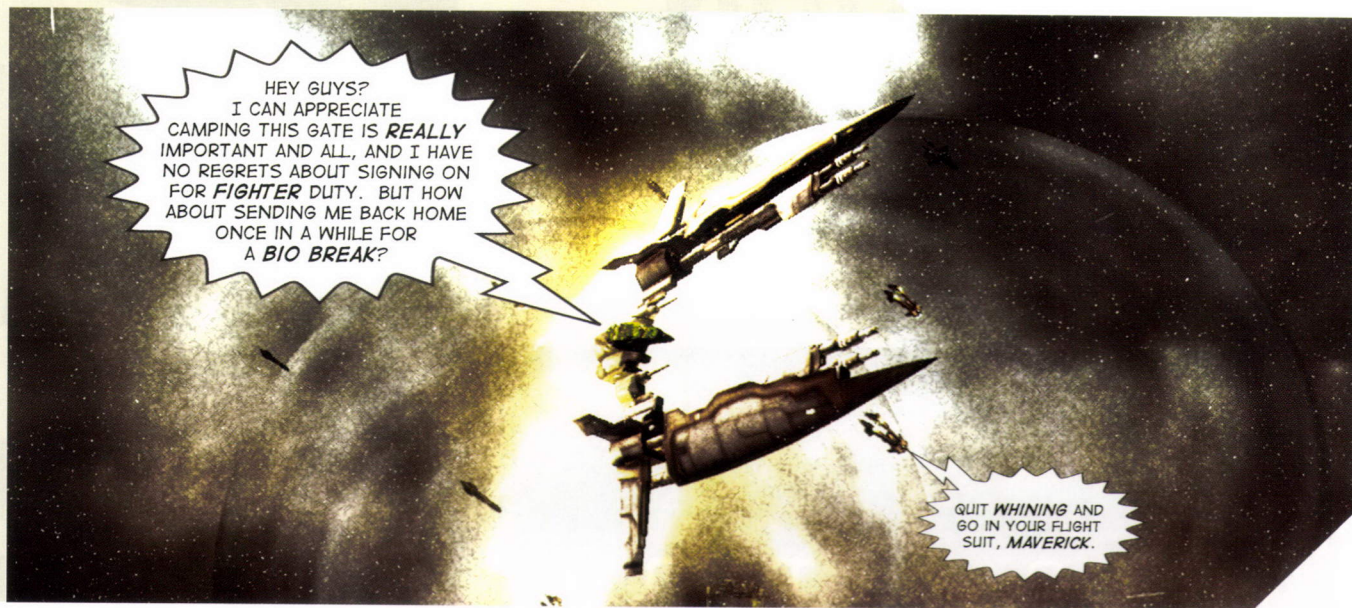
"Voice chat, such as Ventrilo and TeamSpeak, is far from free. There is always someone paying for hosting of the servers, renting a voice server or lucky enough to have the bandwidth and connection stability to host one themselves. For short, someone else is always paying if you aren't. High-quality voice takes up a lot of high-quality bandwidth, especially when you have tens of thousands of people using it. EVE Voice will use many times more bandwidth than the whole game cluster at peak times."

Nathan points out there will be discounts available, which will enable entire corporations to sign-up and thereby give each member a discount. There will also be a free trial period and the possibility of a cheaper service in the future if costs decrease. Yet, despite the relatively cheap subscription, many within the EVE community remain sceptical, fearing that charging for integrated voice chat will usher in a two-tier EVE service.

"We see Voice as an add-on to the gameplay, not a necessity," says Nathan. "You don't need it to enjoy EVE, but it certainly helps in team situations, especially combat. We're simply providing a voice service to the large group of gamers who aren't part of large corporations and which have a friend that can host a voice server or are renting a hosted server. And in that case, we believe that the reduced cost the corporations will pay to enable all its members to join won't be a barrier.

"There is more to it than just software; this is a service. We believe it's all part of the evolution of the gaming environment and that we have to be on the bandwagon or be left behind," Nathan concludes.

EVE Voice is due to be available during September.

#7 Hulk (Exhumer)

#8 Cerberus (Heavy Assault)

#9 Vagabond (Heavy Assault)

#10 Sleipnir (Command Ship)

IN BRIEF

CHINA BETA BREAKS RECORDS

On Monday 12th June 2006, the beta-testing phase began for EVE China. By the end of the day, in excess of 200,000 Chinese players had signed up and the peak concurrent user record was smashed — with 30,000 people playing EVE Online simultaneously!

CCP is understandably pleased, but knows that beta sign-ups don't always translate into paying customers, especially in China where skinflint MMO gamers can always rely on a new beta to jump to. Regardless, the signs look promising for EVE in Asia. Now let's all log in on Sunday and get that PCU record back!

DER WOILGONG STUD

The music of John Hallur is a defining part of EVE and 'though it's been a while since any new tracks have been written, many of us are blissfully happy to listen to the likes of *Below The Asteroid* for the 10,000th time regardless. In the absence of new tunes, a remix has appeared for *Red Glowing Dust*. Produced by Januchi, and available from www.eve-files.com, it's an un-nervingly perky and trancey rendition of an EVE classic, and yet, immediately likeable for it. The thread on which the remix was announced brought a number of musical types out of the woodwork, so we half-expect a collaborative Remix Project to surface on www.ocremix.org by the end of the year.

PREVOLUTION

>> AS A BRIEF PREQUEL TO NEXT ISSUE'S IN-DEPTH LOOK AT THE MAKING OF THE GROUNDBREAKING FAN MOVIE, BIFF STEEL (AKA BOB BLOSSER) REVEALS JUST HOW MUCH EFFORT IS GOING INTO THE PRODUCTION

moving away (cor...
in background (very subtle)
the planet surface

Scene02

hase camera behind a missle

Scene02 03a

Darwin's CONTRAPTION

"One of the most important parts of any movie is the storyboarding. This is where you visually develop how the story is told. Another important aspect of storyboards is to help visualize the flow of movement from shot to shot. Personally, I spend a lot of time developing storyboards before I do anything on a computer. This process has proven to save me a lot of time when working on the final animations for the movie."

"Every part of this movie is being redone, even the title screens and credits. Too often these parts of a movie don't get the attention they deserve and end up simply being white type on a black background. In *Darwin's Contraption* these screens will have as much thought and design as the rest of the movie. The credits are a tribute to all the hard work that many people have put into this project and I want to make sure these screens honour that hard work."

"One of the biggest challenges with making a movie in space is the lack of environment. We set out to solve this by creating a massive hangar that will serve as the main environment for much of the battle scenes late in the movie. Willem van Biljon created this hangar. His raw ability in modeling has given this movie much of its personality. To give you an idea of the scale, notice the Crusader (Frigate) in the bottom left part of the image."

Scene02_01 continues

As the cruiser is cut in half, the e
out the screen and tranistions t

Scene01_01

ZOOM

1. Foreground - Asteroid belt

2. Industrial Ship

Scene01_02

PAN

1. Orbital Traffic

2. Industrial Ship moves across so

Scene01_03

ZOOM

1. Silhouette of a figure standing with back facing the camera
2. Bright Nebula in background

"Much of the work being done on the movie will never be noticed by the viewer. One example is the rather complex work that goes into texture placement for the high-detail Battleship models. John Augar has been instrumental in this process. Without his expert knowledge and ability in modeling and texturing we would not be able to achieve many of the shots planned."
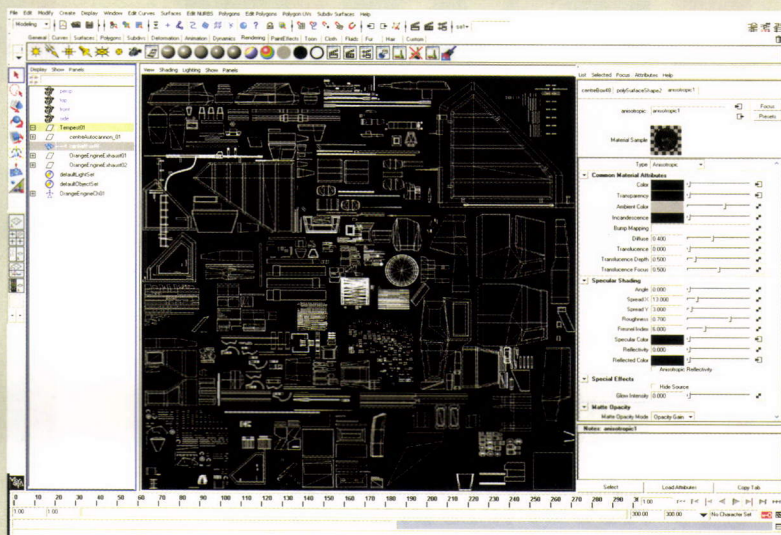
"Early on in this project I wanted to keep a fast pace to the visuals and the storytelling. I knew we would have to rely on external ship shots for the majority of the movie so the challenge was to make the most out of these visuals when telling the story. Everyone knows if you're going to take the time to show ships flying in space they better be shooting at each other and blowing up! This movie will have more than its share of those scenes."

"I want to thank Jan Cilliers, Tim Rowlandson, and Tim Carnahan. These guys all helped me get to where I am today. They have all taught me so much about 3D animation and the movie-making process in general. Before they came along I would never have paid attention to aspects such as rendering in passes, compositing, shot selection, proper framing and a whole host of other aspects that I've now used while working on this movie. In general this has been a huge group effort and when it's done it will be a great testament to that effort."

COMPETITION

WIN FANFEST 2006 FLIGHTS, PLUS FULL ACCOMMODATION

After the added expense of having to compete with the crowds attending the Iceland Airwaves music festival at last year's event, the 2006 EVE Fanfest will be taking place from 10th-11th November when the island is less crowded, the hotels less expensive and the weather is perhaps a bit less clement. Not that we care, since we're used to traversing the cold and empty EVE landscape, and if that means the rooms are cheaper then at least we can budget for a couple of extra beers – which are notoriously expensive, as previous attendees and local EVE players will know.

Hoping to cut the costs still further, CCP is kindly offering the chance for one E-ON reader to win flights to this year's festivities. Not only that, but you'll also receive three nights paid-for accommodation, enjoy a VIP tour around CCP HQ and be able to interrogate the senior CCP members when they take you out for an expensive meal. Oveur may even dance for you if the beer is flowing and the stars are aligned. Who knows where it could lead? And if it does, keep it to yourselves. Some things are best left private...

TO WIN

In order to stand a chance of winning this prize we want you to first prove to us that you're the ultimate EVE fan. You may think you're a fan, you may even own a pair of EVE socks, but what we want is visual proof that you eat, breath and dream about EVE every single moment of your day. How far will you go? How about a picture of a famous person and you, perhaps in your EVE T-shirt, or with a copy of E-ON. Or maybe an EVE banner flying from the back of a plane. We want the ultimate in cool PR stunts, the most feckless examples of celebrity endorsement possible, the most painfully embarrassing examples of devotion ever witnessed. Within legal parameters of course.

Return flights are only available from North American or European destinations. Flights and hotel bookings are non-transferable. No cash alternative will be offered. Accommodation doesn't include telephone charges or other sundries. Competition is open to everyone, but only one entry per person. Please submit your entries via email, complete with your E-ON order number or full name and address to evefan@mmmpublishing.com by 31st August 2006. The winner will be notified via email. And please don't hurt anyone. Gunning down *World Of Warcraft* fans would not be good thing to do. You'd win the prize, but you'd end up in prison.

LEGO maniac and long-time EVE fan, Chris Baird, is the lucky, some say skillful, winner of last issue's 'Build A Ship' contest. Pictured here with his mightily impressive 'Legothron' and 'Raven', Chris wins an exclusive high-quality Battleship print to adorn his wall, possibly next to the dartboard...

PRIVATE CHAT...

>>> Six Anari is the creator of the popular skill app, EVEMon. We asked some questions whilst training up

Why did you create EVEMon?
To continue progressing as a character in EVE, it's important that you're using time to your best advantage, not squandering it away with no skill in training. Originally, all EVEMon did was keep track of what skill you were currently training, estimate when it'd be done, and alert you when the time came so you could log in and start another one. There are other tools out there that you can get to do exactly what I wanted, but I had only recently started playing EVE, and I didn't know about them. So I built my own. I posted it up on the Goonfleet forums and they all had suggestions for what other neat stuff it should be able to do, and so it went from there.

How long has it taken to make?
For the first five or six weeks, when it was still a private thing inside Goonfleet, I worked pretty heavily on it almost every day, maybe four or five hours a day. Now that the core of it is pretty well solidified and stable, it doesn't need as much time, but with new features being put in, I'm still finding myself investing an hour or more a day on it — obviously a bit more on the weekends.

What makes it a must-have app for the typical EVE citizen?
Everyone has goals for their character. Whether you want to play the market to make a fortune, or zip around in low-sec space as a pirate, you need the skills. If you use EVEMon, not only can you queue up a skill plan, but organize the plan, know exactly when you'll reach certain milestones in it, and be given suggestions for Learning skills that can help get the training done faster

How has it been received by the EVE community?
Very positively. I never cease to be amazed at how quickly everyone's shown their support. I think it says a lot that my biggest problem with EVEMon's development went from a question of whether it'd be worth the time to build certain new features into it, to which features I should be working on first.

Any danger that EVEmon could be adapted to do bad things to players' characters without them knowing?
EVEMon is open source, meaning all the code written to make it work is available to anyone. This makes the EVEMon project itself safe, because even if I wanted to sneak something underhanded into the program, it's laid bare to anyone who can read the source code. Everything EVEMon does, down to the smallest detail is right there, and verifiable. But, with open source comes a risk that someone could sneak a backdoor or some other nasty code into the code and try to distribute their own, tainted release. Don't trust any copy of EVEMon that you didn't get from the EVEMon homepage, or have built yourself.

Is there anything it can't do, that you wish it could?
Absolutely. New suggestions come in all the time that sound very useful. Personally, the two biggest features I'm aiming to include are a scheduler, so you can arrange your skill plans around the times you're actually free to log into EVE and start or change your skill training; and a ship fitter that ties into the skill planner, showing which skills you need to fit out and fly a given ship with a given set of modules, with an easy option to plan for all those skills.

The latest version of EVEMon is now available on the web by logging on to: evemon.evercrest.com.
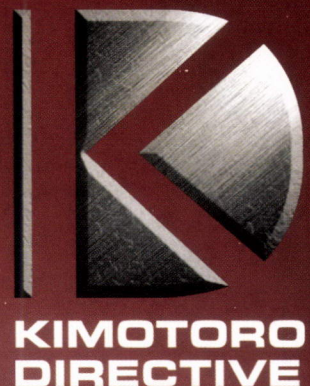
SCREENGRAB: AMAZOPH

Deep in unregulated space, a lone Ishkur pilot takes on one of the monstrosities of Sansha's nation, evading its tachyon beams while inflicting massive damage with its hordes of drones and blasters. The Sansha ship's armour slowly erodes under the assault of antimatter charges and the ship will soon detonate in a fiery inferno, while the pilot of the Ishkur collects his hard-earned bounty prize.

POSTCARDS FROM THE EDGE

IN ASSOCIATION WITH EVE FILES
WWW.EVE-FILES.COM

THE MANY AND SEVERED WORLDS OF NEW EDEN, AND THE LIVES OF THOSE WHO DALLY UPON ITS FRONTIER, EBB AND FLOW LIKE DREAMS IN THE NIGHT. TO CAPTURE THE ESSENCE OF 'EVE' IS TO CHANCE FOLLY, BUT MANY TRY

IF YOU WISH TO SUBMIT A POSTCARD FOR CONSIDERATION IN A FUTURE EDITION OF *E-ON*, PLEASE VISIT WWW.EVE-FILES.COM, UPLOAD YOUR IMAGE AND FOLLOW INSTRUCTIONS

>>> TVINK (METROPOLIS)

SCREENGRAB: SAINE

A young Interceptor pilot is lured by the neon glow emanating from this hollow asteroid. Once a thriving industrial base for the Quafe Corporation, the infamous Crystal Dust Compound is now a safe haven for those trading in illicit substances. Should he prove a threat, security will confront the trespasser.

>>> D-FVI7 (ESOTERIA)

SCREENGRAB: ITBURNZ

The Angels and Sansha Nations have always been hostile towards each other. Here the blood kin of the Angel Nation launch an assault on one of Sansha's most prized possessions – Station Ultima. After fighting and clawing their way through heavily armed combat battalions, sentry guns and protecting Overseer structures, Ultima is eventually slain

>>> GQ2S-8 (PARAGON SOUL)

SCREENGRAB: KAIU

Lured to deep space with promises of riches won through nothing but industrial toil, the pilot used only to the musings of Empire territory will regularly cross through pipe systems to be greeted by such sights. Deadly traps rarely are more alluring.

>>> SAHTOGAS (THE BLEAK LANDS)

SCREENGRAB : DR FAIROSMAKANI

It shouldn't have been much of a contest, but this Maller, a rapidly antiquated Amarrian cruiser designated 'Deliverance', seems effortlessly to carve apart a Prophecy belonging to the Blood Angels, proving yet again that a ship outfitted for a purpose can carry itself against greater odds.

KÁRI GUNNARSSON

CCP STARTDATE: October 2000
POSITION: Art Director
AKA: 'Caiman'

So what does an Art Director do, exactly?

An Art Director is responsible for making sure that all vectors in the game are straight and all pixels completely square! Attempted jokes aside, the way an AD should spend his workday is to ensure a consistent visual style and level of quality on the graphics. What this usually means is spending time working with the other artists or, in the case of out-sourced work, on the phone or writing emails. This can also be described as spreading my whimsical opinions around the department, all the time trying to look respectable and intimidating enough to get people to show up for work on time (including myself). Ultimately, the Art Director is responsible for all visuals in the game, and if they aren't good enough, it's his fault and hence should be punished accordingly.

These days I'm overseeing the rebuilding process of all the ships in EVE. This is a massive project and takes a large part of my attention. At the same time, we're building the new Tier 3 Battleships and the new Battlecruisers, which we're really excited about. Fortunately, I have carved out time to do a little modeling work myself, which is a fresh breeze from all the email and team management tasks.

What were you doing before you joined CCP?

I first worked as a concept and texture artist, then later as a 3D artist for a small console developer working on a PS1 title, before going under after the board decided to change it's focus to mobile gaming. I jumped ship and took a 3D artist position at CCP, which happened to be a very opportune moment as the game was just starting full production. Having worked here for almost six years now, it's always funny to look back and realize just how little we knew about making games, let alone MMOs, at the time. EVE has, and continues to be, an ongoing learning experience for us all.

How has your role at CCP changed over the years?

When I joined in 2000, I was hired as a 3D artist. Since we've always had a very small graphics team, I also had the pleasure of texturing my models and even designing a couple from scratch. I was responsible for the Gallente race, which included modeling and texturing all of their ships, stations and stargates, along with the docking bay scenes for all races. I was also responsible for the few Jovian ships that are in the game, but for storyline reasons they haven't been very visible so far. I was honoured when I was offered the Art Director position, and my job has changed dramatically since then. I thoroughly enjoy what I do, working with people and trying to inspire them, but sometimes I can't help but do a little bit of modelling or texturing myself for my own enjoyment, as well as to keep my own skills in check.

What has been the most challenging part of your job so far?

We've gone through pretty difficult and challenging times at CCP, especially when you consider the fact that we are game developers who's first title is a single-sharded MMO. I've worked long hours and through hard times. EVE was made of blood, sweat and tears. Still, with all these difficult times behind me, there is always one thing that casts its shadow on the rest – finding decent coffee.

Is there anything visual in EVE that you now wish hadn't been a part of the game?

There are a few ships that simply don't meet CCP's standards. These are either unappealing shapes or simply unprofessionally modelled ships that were done at the dawn of EVE's production. Fortunately these ships are being redesigned and rebuilt as a part of the massive ship renovation project. So we're slowly scraping off those bits that don't live up to our expectations and replacing them with 'bleeding edge spiffyness' (yes, that's a technical term).

Can you explain why most of EVE's ships have dangly bits that might be deemed offensive if viewed from certain angles?

Do they? In the spirit of the saying that 'beauty is in the eye of the beholder', the question begs the answer to who it is that deems the bits offensive and what they're thinking of!

How important is the the look of EVE to what CCP is trying to achieve?

CCP has always been very ambitious when it comes to graphic quality. The initial reason for this may be the fact that the company evolved from the art department of a company called OZ. When the game came out in 2003, it was absolutely cutting edge visually. Now, as time passes and EVE matures, we will have to continue updating the content and graphics engine to stay on top of today's standards.

When you play a game, what irks you most – bad graphics or poor gameplay?

Graphics tend to give a very stark first impression for the potential buyer, while gameplay is what defines the game in terms of entertainment and lasting appeal. A game with no graphics can still be a great game. A game with just great graphics is not a game at all. Therefore, graphics are always an amplification or enrichment of what is already there; something that creates atmosphere and makes it easier to immerse yourself in the game universe, setting tone, theme and believability. Ultimately, gameplay is what defines a good game from a bad game. I must confess that I can be very picky on game graphics, but this shouldn't come as a surprise to anyone who knows what I do for a living.

Do you think a game like EVE could only have originated in Iceland?

Absolutely not. If the stars had aligned differently, this sort of game could have been born from an entirely different country. It just so happened that like-minded people were at the same place at the same time, all with a passion for making great games. But those people would also have to have the courage to do something original in today's game market, the sacrifice to ruin one's social life during development, and of course a healthy dash of insanity to attempt it in the first place. Then again, Icelanders do have the last item in abundance, which helps immensely.

Any games that you wish you could've worked on?

There is no game development studio out there that I'd rather work for. However there have been a few interesting titles over the years that have spiked my interest. These games include (just to name a few) *Neverwinter Nights*, *Psychonauts* and *Oblivion*. The bad part about being a developer is that you can never enjoy your game as you would if you were a player experiencing it for the first time.

Being an artist, can we assume you work on a Mac? Is this through choice or necessity?

Actually, EVE is entirely developed on Windows platforms, including the art department. Having always been a Windows user myself, I have no problems with it, but the reason is probably the System Admin's stubbornness when it comes to operating systems. I wouldn't mind switching to Macs, but I see no reason to except for the sleek case design.

How is it going with the Trinity upgrades?

The graphics upgrades are coming along very nicely. I can't wait to see the new and upgraded graphics engine with all the crazy things we're doing with the shaders. We've had jaws dropping to the floor with the stuff we've got so far, so I can't begin to imagine how much different it's going to be with all the features implemented. The upgrade project kind of holds hands with the ship renovation project, both being worked on for a bright and visually stimulating future of EVE Online. All done for the player's pleasure. ↵

What music has captured your attention recently?
Black Sun Empire, The Bad Plus, and a miscellaneous mix of music from all genres, including anything from Nick Cave to the Queens of the Stone Age.

If you could spend a weekend watching movies, which ones would you select?
Something from directors Ridley Scott, M. Night Shyamalan or David Lynch.

What are your thoughts on the World Cup in Germany this year?
Generally I'm not a soccer fan, but it has been known for me to transform instantly given the World Cup and a full moon. Beer also helps, of course.

What are your favourite books?
Dune, *Quicksilver*, *The Selfish Gene*.

What games have particularly impressed you recently?
Actually, strangely few. *Elder Scrolls: Oblivion* to some extent, but there are too few exciting games out there. I'm hoping that will be remedied with this year's harvest. If not, I guess we'll just have to make one.

HE MAY HAVE HELPED MAKE THE MEGATHRON THE SHIP IT IS TODAY, BUT EVE'S EYE CANDY OVERLORD IS STILL NOT HAPPY. HE WANTS TO SAVOUR EVE LIKE ONE OF US MORTALS. AND HE WANTS A DECENT CUP OF COFFEE
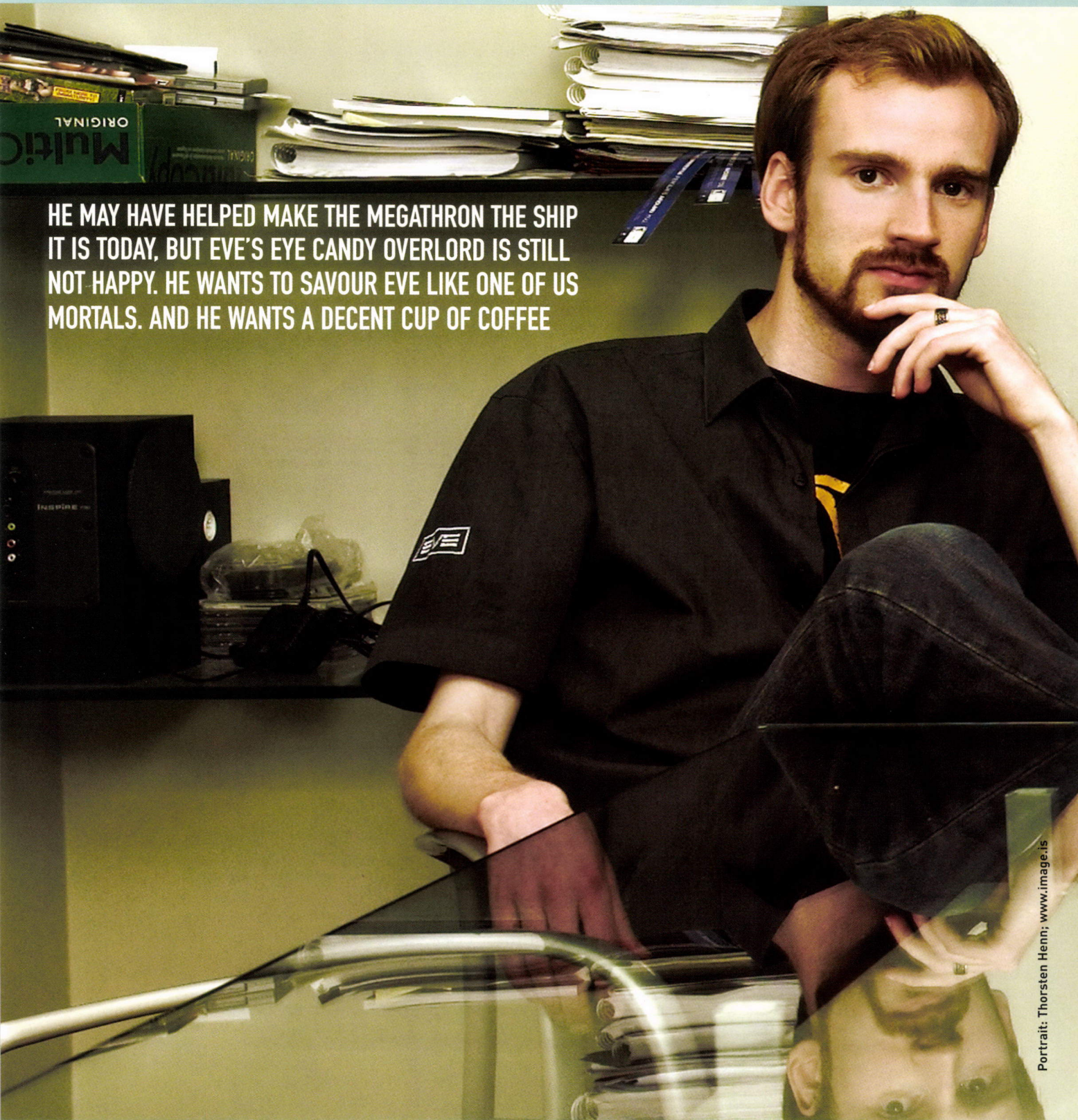
Portrait: Thorsten Henn; www.image.is

SHAMIS ORZOZ

He might have a lazy eye, but he has a flair for art. Career criminal, Shamis Orzoz, is particularly proud of the corpse mounds he keeps refrigerated in his hangar. These artworks are his 'trophies'.

He boasts he has podded thousands of pilots during his career, whom he freely admits were mostly exterminated for fun. As an added bonus, those deaths have made Orzoz a wealthy man after feasting on the rich pickings of their cargo holds.

Orzoz is now the CEO of a pirate training corp called SniggWaffe. Its primary aim is to recruit, educate and corrupt new pilots – and prepare them for a life of crime. Orzoz smiles with accomplishment.

"Well, I suppose my career got started when I first flew out to Curse," he remembers with a grin. "I'd got fed up with mining and decided to check out 0.0. We started out attacking the Angels – but we soon learned that wasn't as profitable as hunting the other people who were hunting the Angels. So we started killing everybody we could. The loot was nice and most people weren't ready for us back then. We were completely unknown."

STARTING OUT

He is speaking via a monitor, from undisclosed co-ordinates somewhere in EVE space. Orzoz has learned never to remain in one place for too long. He has too many enemies and is distrustful, so he keeps on the move.

During his career he has tried his hand as a mercenary, completing kill contracts for clients, but he has always been drawn back to his first true love – pirating.

"One contract in particular stands out in my mind," he says. "It was the contract that first pulled us to the north. We were hired to kill somebody out in Deklein, so we flew out there and assassinated the guy; I only mention this because on our way back we happened to fly through EC-P8R."

This was the system where Orzoz first found notoriety. Attracted by the ore-rich belts, hundreds of pilots from across the universe travelled there to mine.

"There were tons and tons of targets," Orzoz smiles. "We quickly gave up on the merc business – there was too much fun to be had in EC. That's when we started pirating full time. EC-P8R was the new hottest chokepoint in EVE, with dozens of pilots going through there every hour. We had never seen so many targets before. And the kills... the kills came so easily."

Orzoz, who was then part of the notorious Sniggerdly Corp, launched attack after attack on the belts, and set up a host of deadly gate camps. The locals were upset, but there wasn't any formal response until they started camping the gate regularly. "The Fade Union and COD folks started coming for us," the smile fades for a moment. "But the kills and the corpses piled up. And the riches. We made tons of ISK. There was a point where we almost completely controlled the system and we had several corps paying us not to kill them. It was great."

For the past four months Orzoz has been committed to Empire piracy, following the failure of a major month-long merc contract to assist in the 'acquisition' of the Branch region.

"After that contract we returned to Empire with new fervour," he says. "We decided to make sure we were the best, so we stockpiled ships in Aunenen and Amamake and have killed thousands of people. We have really upped our camping logistics and have killed more than ever." Piracy is profitable business. He admitted an average gate camp would net between 500 million and 1 billion ISK.

"And the corpse piles sure do look nice when we're done," he grins.

His latest project is the pirate training corporation, set up following defeats in 0.0

Crime pays for Orzoz and his pirate army – SniggWaffe. Pay up, join them or prepare to die

> We started out attacking the Angels – but we soon learned that wasn't as profitable as hunting other people. So we started killing everybody we could. No one was ready for us

sector space from huge Frigate fleets.

"I realised that our group of 10 to 15 veteran pilots just couldn't win a fight against 200 Frigates. So I decided I would recruit my own army. I train them to fight, and they fight with us. Now we don't have to run from huge fleets."

He adds: "It always brings a smile to my face, hearing about the new guys getting their first pod kills. It makes all the time and effort worthwhile."

SO HAUNT ME

But, does he ever feel guilty? Behind the squint, is there a conscience? Orzoz just laughs when we ask him.

"Occasionally I feel bad for the people I kill, but it is very rare. I can think of several occasions where somebody would inform me that they had just lost everything they own and I would give them some money."

A heart underneath it all? Possibly, he concedes, before the ruthless streak returns. "I have killed thousands of people, but I've only felt bad about a few of them."

The screen flickers and Orzoz is distracted momentarily, but then he grins. His next victim is within range, and he powers up his weapons, ready to strike. He smiles with acknowledgement and nods a slightly ominous farewell.

And the screen goes black.

SYNERGY
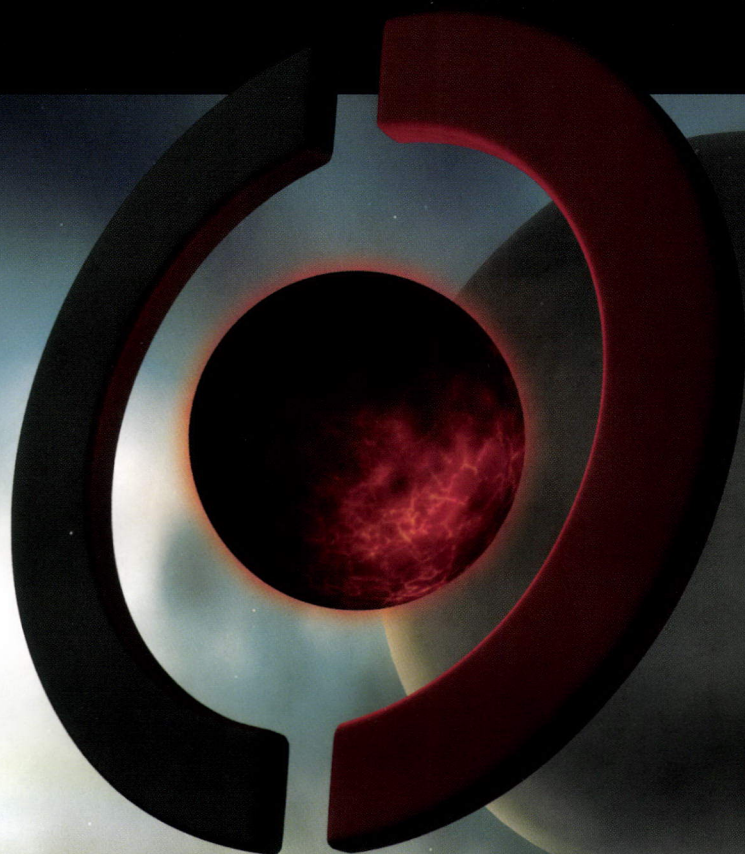
C'MON, SYN A LITTLE...
WE KNOW YOU WANT TO.

Proud member of The Imperial Republic of the North

IRON

Graphic Design by Project - Shadowlands in association with Wildcard Productions

BIOMASS

NEW FICTION
BY FRAN MACJUS

You know you are some unclaimed piece of frozen biomass waiting to happen the moment you press your finger on the datapad.

"Do you know the consequences of joining my crew?" asks the Immortal as part of the recruitment procedures.

"I do," you say and sign the contract bonding your fate to the rest of his Battleship and his hardware, merging with the machine-god and joining the fight for whatever it is that Immortals fight for among the stars.

And off you go; a sixth of a thousandth of this Scorpion's bioware; a twentieth of the Scorpion's Eye Team. That is what I do – a Target Specialist.

Lock it! Lock it now!

Wills the Immortal through the neural links, from him to us, through us to the targeting computers, two hundred fingertips giving the Scorpion a solution on the Megathron's signature in...

Three, Two, One, *Locked!*

The Immortal's willpower leaves our neural pattern alone and lets us be us again while he unleashes his psyche upon the Launcher and Jammer teams, spewing warheads and ECM waves against the Megathron.

Not like this; not like this…

As a frozen biomass waiting to happen, you learn to go to sleep at the end of your shift, praying: 'Make it be swift and painless. Make it be against a huge gatecamp, just leaving warp, 10 other Battleships devouring our shields and armour and structure in a

volley, Death coming for us too fast for us to notice.

'Make it be in a fleet battle against at least a dozen targets. The Immortal will focus his willpower on us making us lock, unlock, switch Primary and Secondary back and forth as the jammers work their magic. Crushed by his augmented psyche, we will focus only on what he wills us to focus on; our own selves are forgotten and even if Death stares at us in the face we won't feel her coming.'

Not like this, not like this…

Not like this; not in a one versus. Once the Scorpion lands a lock, the Targeting Team has nothing else to do but wait. Nothing else to do but wait and curse our fate and curse the Immortal who made us fit the wrong jammers, nothing else to do but wait while the Megathron's blasters eat our shields and chew through our armour. This is it, we are gonna die.

The Maker has been deaf to our prayers, and Death is slowly spreading her cold fingers around the Scorpion. The Void is coming for us all, one slug at a time.

+++

Many, many autumns ago, a Gallente Dragon wanted to know what the snow tastes like. There was no snow on his planet, none at all, so he spread his dark wings and flew, flew all the way across sky and space until he reached Caldari Prime and the Kaalakiota Peaks, because back then the Kaalakiota Peaks were covered with the thickest, whitest snow in all of Eve.

The Dragon set his dark claws over the Peaks, lowered his huge head with jaws wide open, and tried to take a mouthful of snow. But Gallente Dragons breathe fire as hot as a thousand suns, and every time he opened his jaws the snow melted before he could taste it.

He tried and tried, yet the harder he tried the hotter his breath became, and the more the snow melted. The Dragon was angry at first, then furious, and finally his rage burned so hot that all the snow was melting, and standing tall, huge and fierce the Dragon roared: "If this snow I cannot taste, then no one will."

So he flew high, high over wind and sky until his dark wings covered the sun and the day became night, and opening his jaws…

Grandpa always pauses at this point of the tale and towers tall and huge over his three grandchildren, spreading his arms, his eyes on fire.

"Jakki, Uootadan…" whispers Aikka, not daring to look up and face the fire that she knows is about to rain from the sky. "I'm scared…"

hardware: a destroyed ship is worth more to an Immortal than an abandoned one, and as per our contract with him his loyal biomass will follow his orders until the end.

We wait in silence. The Scorpion's armour screeches in protest.

+++

Uootadan carves Jakki's stone under the rain, a bit behind Great-Grandpa's. Jakki never made it to pod-pilot, so to fulfil his promise to Grandpa, he enrolled as crewmember on a Blackbird that was obliterated half an hour after undocking. Another empty grave; Jakki's body will never rest under the soil, his frozen remains forever wandering the cold Void orbiting some moon in Hedion.

Uootadan returns to the house and stands by the kitchen window, his right index gently caressing the glass. Mother and Father keep staring at the floor without uttering a word, their pride in Jakki's achievement so violently washed away.

Aikka has seen his middle brother playing this game before; why he caresses the window on rainy days he will never tell, but Aikka guesses he finds the gentle tapping of the droplets somewhat soothing.

Not today: after listening to the rain for a while, Uootadan smashes the glass with both fists, yelling in rage. Mother and Father are too dumbstruck to react; Aikka watches fascinated while Uootadan picks up a shard and slashes across his left palm once, twice, now slashes across his right palm and scars his left cheek below the eye.

Her admiration for his middle Brother will increase a hundred fold during that day's dinner when Uootadan, hands bandaged and a few dried blood tears clinging to his jaw, says: "I should go up myself now that Jakki is dead, shouldn't I? Go up to space, just like Grandpa always wanted, and make our ancestors proud?"

+++

Jakki and Uootadan hug their little Sister, as is a brother's duty.

"Don't worry, Aikka," says Jakki. "When I grow up I will become a pilot like Grandpa and Great-Grandpa, I will go up to space to fight the Gallente Dragon and you will have nothing to fear."

"Don't be scared, little Sister," says Uootadan. "I will always protect you no matter what, and never let the Gallente Dragon harm you."

Grandpa-Dragon looms over the huddling children, spreads his wings and says:

…and opening his jaws, the Gallente Dragon rained fire upon snow, wood and mountain, and everything in Caldari Prime started to burn.

Our houses burned… Our cities burned… Our families burned.

Only a lucky few that the Fire spared managed to run away to our ships and escape from the Dragon, leaving Home behind. That is why our Great-grandmother left Caldari Prime, and we live in Nonni now…

Grandpa pauses again, his eyes burning this time with tears. His voice breaks. He points to Great-Grandfather's charred funeral stone marking where his body should be buried.

See that grave? Empty. Our Great-Grandfather's bones were left behind in Caldari Prime, under the burned soil. Every day they scream in pain and rage, yelling at the Gallente claws that trample over his grave. Every single day… Begging for you to grow strong, begging for you to return to Caldari Prime and chase the Dragon away.

+++

Our jammers miss this cycle and the Megathron's blasters tear apart another chunk of the Scorpion's armour while its nosses drain our power core dry. The Immortal manages to channel a portion of our dying capacitor and rebuilds a few threads of our shields.

Why? Why does he make it so long? There is no hope and we are all going to die save the Immortal, cocooned in his pod. Why lengthen this foreplay with Death and Void? Just eject, damn you! Just eject and surrender the ship! Eject and let us live!

He won't. He won't eject: that would void his insurance. He will fight until the end of his

+++

Our armour is almost gone now. No cap left to jam or repair.

Damn you Uootadan. Why? Why the fuck did you go back!?

You had managed to become a pod-pilot, Uootadan! One in a billion, an Immortal! With you up here in space, it would have been enough to make our ancestors proud!

But you returned to the farm. You cancelled your license and your clone, damn you. You refused immortality to become a farmer just like Father… a farmer! A fucking farmer, a meek land worm! Thanks to the Maker that Grandpa is dead already, middle Brother, or the shame would have killed him. What could I do after your treason to duty and ancestors? What could your little sister do except fill the place you had abandoned, even though I share Jakki's fate of not being pod-capable and can only serve as crew?

You did try to talk me out of it, it is true. But words and reason is how cowards hide from duty, middle Brother. You could have fulfilled your promise to Grandpa as an Immortal, yet you turned your back; you abandoned your post and I had to cover it as biomass.

+++

…and with his jaws open wide, the Gallente Dragon rained fire upon snow, wood and mountain, and everything started to burn…

+++

armour gone. Our structure is breaching.

Do you hear that hiss, Uootadan? The Dragon has carved open a door in this tomb with no windows. The Void is clawing his way in, dear Brother, reaching his lips to kiss your little Sister, ripping the Scorpion's guts, finishing our contract with the Immortal and claiming six thousand biomass souls. ⏎

> **Once the Scorpion lands a lock, the Targeting Team has nothing else to do but wait. Nothing else to do but wait and curse our fate and curse the Immortal who made us fit the wrong jammers**

ARMAGEDDON DAY WAS OVER. THE BETA SERVERS WENT DOWN FOR THE LAST TIME AND CCP WAS SWEATING TO HAVE THEM BACK UP AGAIN. THEN, AT 08:57 ON MAY 6TH 2003, HELLMAR ANNOUNCED: "THE FIRST CUSTOMER CREATED THE FIRST CHARACTER ON TRANQUILITY." THAT CHARACTER WAS DAGNY. THE FIRST CORPORATION, COLOSSUS TECHNOLOGIES, FOLLOWED SHORTLY THEREAFTER. EVE ONLINE WAS LIVE!

TEXT: REIISHA

Getting your dream ship is a very good feeling, and no matter how many people tell her that Machariels are too common and not good enough to use, Reiisha still enjoys taking hers for lengthy trips around the docking platform

Even though many people played in Beta, the opening of the 'real' EVE cluster, Tranquility, was still a big step into the unknown. In the day or so between Beta and retail, ore had been reseeded and moved around, system security ratings had been increased or decreased and CONCORD certainly wasn't the police force it is today. Sentry guns weren't even in yet, at least not at the gates. Travelling was dangerous – you jumped from gate to a predefined point in the target system, not the corresponding gate. It was easy to set up a blockade. Autopilot was barely in. There were no escrows...

We could go on for hours about the lack of features that today we take for granted, but the point is that EVE was a lot 'wilder' in those early days. This suited the many aspiring pirates joining the game at that time. Secure 'empire space' was not much safer than 0.0 systems of today.

The only thing that everyone really shared was inexperience, if not in actual game-playing experience, then certainly in terms of skill points. Everyone was a beginner to a certain degree, as there were no veterans to compete against. There were no 'gankageddons'. There were no established corporations to join, and proper inter-corp alliances didn't exist, informally at any rate, until about a month after the game went retail.

Ninja Mining was a tactic perfected by Evolution corp. Warp a Frigate into an asteroid belt and mine the hell out of it before the NPCs turn up

WHAT HAPPENED TO TAOSP?

Just before EVE went live, TAOSP's CEO, SirMolle, announced that TAOSP was closing down (see E-ON issue #003). The corp was officially history, but, as Molle put it, 'they simply went underground'. Early on, former Beta players had perfected the art of 'ninja mining', where Frigate pilots would warp into an asteroid belt, complete a mining cycle and get the hell out before the NPCs' ships could reach them. With carefully placed bookmarks, a lot of money could be made compared with mining basic ores in starter systems – indeed, compared to almost any form of in-game 'career'. NPC bounty-hunting was hardly

worthwhile as bounties only went up to 50,000 ISK and even then, only in the most dangerous systems. Needless to say, Evolution, the new name that TAOSP took on, became competent ninja miners and the technique secured quite a hoard of ISK. The anonymity provided by the name change helped the corporation slowly build up its resources.

The region they chose was Fountain. At the time it wasn't connected to Delve, and interest in 0.0 space wasn't as intense as it is today. Rare ores, such as Arkonor, could be found pretty much anywhere – a fact that a lot of pioneers took advantage of. They had to, since the rare ore was reseeded not long into the game, before people could get into Cruisers.

LET'S STICK TOGETHER

This first month of EVE was the 'build-up phase', as many people have described it. Basically, there were small groups of players that took their Beta experience into the live game. In Beta, there were a lot of character wipes – in other words, people had to start over many times. They got better and better at it, and when EVE went live these relative veterans had to start over for the last time. They put their knowledge to use – they knew where to go and how to do what they wanted to do. With that, people were able to build ⟳

YOU MIGHT THINK OTHERWISE...

As history is a permanent work-in-progress, you might find some of the views here contradicting your own memories. If so, don't hesitate to contact Reiisha in-game or post on the forums (there is a lengthy thread in the EVE Library called 'EVE History' that all are welcome to contribute to). In time we hope this series will expand and evolve and we may, if required, revisit the history of EVE's early months.
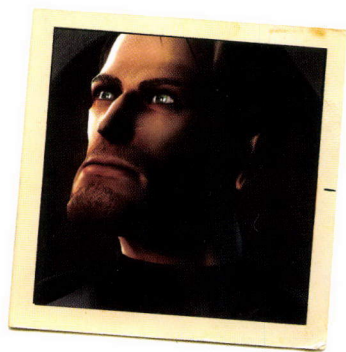
AFTER THE BEGINNING

THE HISTORY OF NEW EDEN

EVE

PART II: PAVING THE ROAD

up their starting fortunes rather quickly, aided by the teamplay that had evolved since the Beta period.

As Evolution entered Fountain in the east (back then it was quiet, laden with rare ores and populated relatively liberally with NPC stations – at least compared to the densely-populated core systems), MASS moved into the Stain region in the mid-south, as did some other corporations from all over the EVE universe. Concentrations of emigrating corps seemed to naturally build up in Fountain, Stain, Curse (in the south-west) and Venal (to the north).
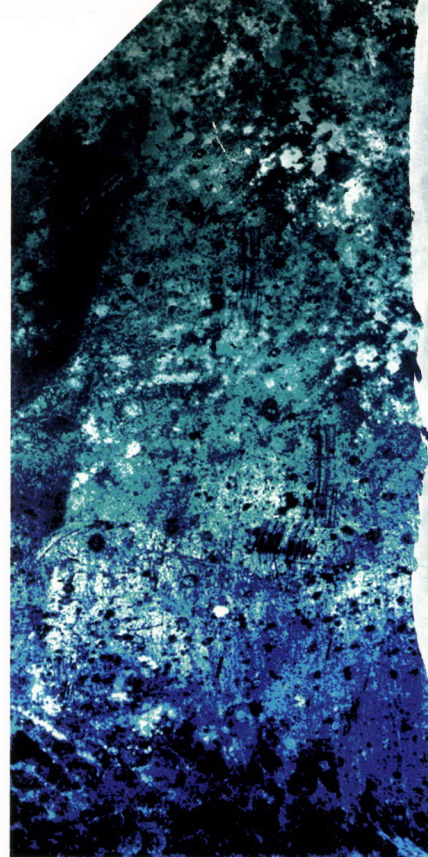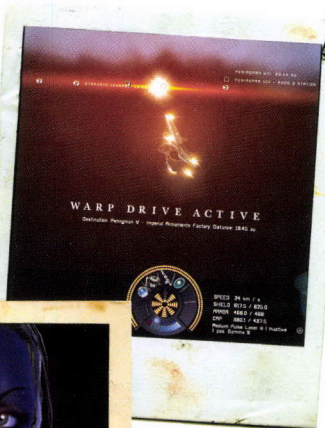
As you can imagine, the corporations taking advantage of an early 0.0 start soon found each other and seemed to find common ground in which to work together. In Fountain, Evolution and Xanadu founded the Fountain Alliance (FA). In Stain, the 31st Wrecking Crew, The Collective, and of course MASS formed the Stain Alliance (SA). In Venal, there were Jericho Fraction and Taggart Transdimensional (TTi), which formed – you guessed it – the Venal Alliance (VA). The Curse region was a different story, however, which took slightly longer to develop – thanks to the area becoming contested between two main alliances. But we'll get to that later.

THE STORY OF ISK

Back to Fountain. Evolution continued its operations and found Xanadu, amongst others, also profitably mining away. Another set of corporations, already banded together as Phoenix Maw, was using the Fountain real estate as well, and these three groups eventually allied together to make Fountain their exclusive turf, thus forming the FA. Initially, this was simply to accommodate everyone's building phase. No one could be bothered – or could afford – to start big wars.

Top: Ragnar was primarily responsible for EVE's first civil war. Above and right: internal bickering, as well as external hostilities, proved to be the undoing of many an alliance. Wars between former friends are a mainstay of the current EVE experience. Below: Dagny, the first customer character created on Tranquility

WARP DRIVE ACTIVE

At the time, the influx of ISK to the economy was very low. This was due to several reasons: NPC bounties were pitifully small; agent missions were financially unattractive (only level 3 missions, no loyalty points or agent offers); and there wasn't much of a player market to speak of. Many items were simply seeded on the market by the NPC corporations at their base market prices. But perhaps the biggest reason for the low levels of ISK was that mineral prices were largely static and very low by today's standards. Tritanium cost 1 ISK, Pyerite 4, Mexallon 16, Isogen 64, Nocxium 256, Zydrine 1024 and Megacyte 4096 ISK. Those might just sound like boring numbers, but you can see how far the market has risen since. It soon changed when players could begin building Battleships, but these were still some months from being introduced.

In short, ISK was worth a lot more back then. EVE finally being live meant the players were far less willing to take financial risks.

THE CORPORATIONS TAKING ADVANTAGE OF AN EARLY START IN EVE ONLINE SOON FOUND EACH OTHER AND QUICKLY SEEMED TO FIND COMMON GROUND IN WHICH TO WORK TOGETHER

THE ANARCHY OF VENAL

In the east, the Fountain Alliance was acquiring what it needed to start its trade empire. The Stain Alliance was doing the same. In another corner of the cluster, however, some people were taking a different approach.

In the northern regions, several corps, mostly pirates, were found in or near Venal, preying on whoever passed through their territory. The old style of pirating (scramble and ransom) was very common, and the Space Invaders were the foremost practitioners of this highwayman style.

In any case, Venal was also filling up. However, except for TTi, no one was actively mining there. The only other significant corp in the region, Jericho Fraction, had picked up the art of trading and had made a lot of ISK in trading plutonium from Venal to empire space. Apparently, the Guristas had too much of it. What could they have been using it for?

NORTHERN LIGHTS

As they were doing elsewhere in EVE, Venal corporations were starting to coalesce into a single, informal entity called the Venal Alliance. This was driven by Jericho Fraction in particular, and its radical vision of what it deemed EVE to be (which hasn't much changed – see p47). It wasn't against the established empires *per se*, but more against the fact that all of them are based on current real-world government models. The EVE cluster is too far beyond the need for such 'simplistic' forms of government, it felt, and as such, it opposed them, or rather, it opposed the stagnation of social development.

Jericho wanted to create a kind of free,

anarchistic state in Venal, and swayed most of the other corps there to do the same. Claiming sovereignty or even a protectorate was not its business – rather, it wanted to keep the region open to all and let them do as they please, everyone taking care of their own problems.

TTi was not immediately opposed to the idea. Its mostly industrial operations did force a more conservative stance on the sovereignty of Venal. It couldn't operate efficiently due to the constant attention that this 'free' region was getting due to the open stance many had taken. Relying mainly on its mining operations in 0.0 space, TTi needed more protection and realized that claiming a region scares away a lot of potential troublemakers. This movement eventually rippled through the alliance members, and the Venal Alliance eventually became an official entity claiming its own region for itself. This, naturally, didn't sit well with Jericho Fraction and its friends.

PIRATES R US

Piracy was a major feature in any advert for EVE, and as such, it attracted the associated crowd. It was actually a key feature of the game – being able to play the other side of the gamut wasn't something other MMOs offered, let alone allowed. The aforementioned Jericho Fraction was such an example, as Jade Constantine refers to her corp as 'terrorists'.

Other corps began to form around this idea, the most notable of which would be m0o (which means Masters of Ownage). It started out trading as well, and made a quick fortune which it used to fit out its ships in the most damaging way possible. Then it simply sat at a gate somewhere in empire space and started indiscriminately shooting everyone who came through. m0o pilots were free to ransom, but payment was no guarantee of safe passage. The systems Mara and Passari were infamous m0o hangouts.

Most people who know the corp from back then will remember its defining achievement, if you'd want to call it that. That was to get four GMs in their Tech 5-fitted Concord Battleships to shoot their pilots down to their home systems. 'The Four' managed to put down the biggest m0o threat to the Empire for some time; shortly after this CCP introduced sentry guns into the game and added the stacking penalty to damage mods, which gave a much higher bonus than they do now. That, combined with no stacking penalty at all, meant that medium lasers could do close to 1000 damage per shot. Instagib is the professional term for such things.

m0o was also famous for other things. Ywev had the first Battleship in the game (an Apocalypse, which cost 225 million ISK at that time from the NPC market), and Lord Zap, the corp's CEO, was for a long time the holder of the highest bounty.

Other pirate corporations, of a less grievous mindset, were around as well, most notably Space Invaders. These guys didn't shoot people just for the sake of it (not that having fun wasn't the prime motivation), but they ransomed and looted. In that way they were pirates in a more classical sense than m0o, some would say even gallant and honourable. You could trust them not to shoot you if you paid up, and that already said a lot. They also had a big hand in the creation of the Venal Alliance, mostly because they were its foremost military strength.

Of the other pirate corporations, Sinister and M3G4 were generally seen as 'the best of the rest'. The former had a big hand in stirring up the original Fountain Alliance vs Curse Alliance conflict, whilst M3G4 lived on to create its own alliance – the Forsaken Empire.

CURSED BE YE

After a month, a lot of ore-shifting was done by CCP, subsequent to which EVE was virtually stripped bare of Arkanor – the rarest mineral. Ore appeared to be drying up and the main source of income was shifted to mining Bistot, if people could find it. This had several consequences on how the alliances worked. People in some regions ⟲

There were wars in the early days of EVE, but no territory was contested until the Curse Coalition vs Curse Alliance war started. As alliances come and go like dust in the wind, the only real winners are cartographers

The wars between EVE's alliances would see some of the largest fleet battles ever seen. The battle for U-QVWD between Stain Alliance and Curse Alliance is still one of the largest in the game's stellar history of warfare. Below: Trigger, founder and CEO of MASS corp

WARP DRIVE ACTIVE
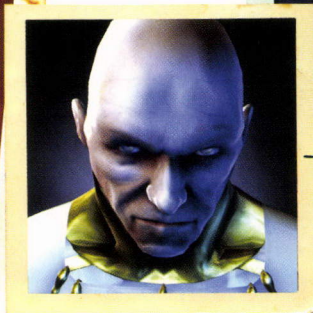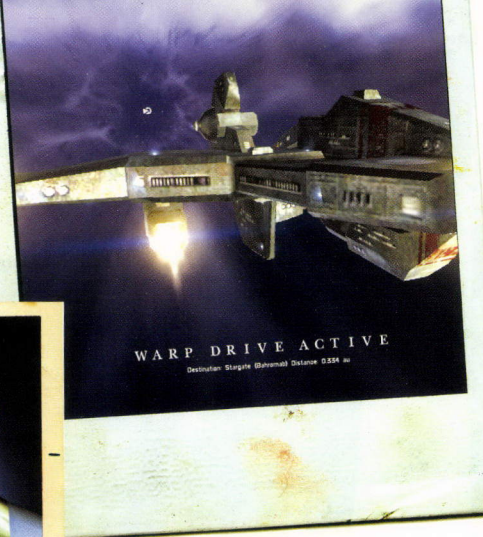
were more lucky than in others, and the Curse and surrounding regions' surveyors found the area to be richer in ore than others after CCP's redistribution was done. The biggest ore shift came when Castor was released, but we'll get to that next issue.

Corporations were naturally attracted to Curse, whether it was strictly necessary to be there or not, and of course Curse had already been claimed. The Curse Coalition (CC) was founded on mostly the same principles as the Stain and Fountain alliances. Tyrell Corp and Setenta Corp were the most notable members, both of which are still going strong today. The original CC, however, was not long for the EVE world, as the likes of Vengeance Of The Fallen and Sinister Corporation moved in and, along with other rogue corps, called themselves the Curse Alliance (CA) and staked a territorial claim.

So, you had the CC in one corner, and the CA in the other – two frontier alliances claiming the same region. Needless to say, the CA was very protective of 'its' turf, despite being the invader, and the Coalition suffered from it badly. Eventually, the CA overwhelmed the shrinking CC, until eventually the last remaining Coalition corps joined the neighbouring Stain Alliance.

LET'S GET READY TO RUMBLE

Now it was getting busy on the claims front. After the first big alliances had staked their territory, other organized groups started to do the same, albeit on a smaller scale. Finally, XETIC also made the EVE community aware it existed, claiming the space between the SA and CA, which it managed to keep neutral (but closed) for a long time. However, its secrecy was so legendary, no one knew what it was up to until much later on.

Other wars started happening, most notably the conflict between the Fountain Alliance and the new Curse Alliance that had just usurped the Curse Coalition. Sinister had been one of the corporations feeding on the PF-346 chokepoint system at the time, one of the two entry points to Fountain Alliance space. Naturally, the FA was not pleased (especially Evolution), and it started to hunt down Sinister corp pilots. This would have been fine and would have remained a confined conflict if Sinister didn't decide to join the CA shortly thereafter. Evolution wasn't satisfied with them 'running off', as they called it, and so followed them to their home territory to try and finish the job.

The Curse Alliance was not amused (well, actually, it was...), and started taking on the FA forces, mainly consisting of Evolution. It never went past border incursions, since FA was

> **YOU HAD THE CURSE COALITION IN ONE CORNER, AND THE CURSE ALLIANCE IN THE OTHER. TWO FRONTIER ALLIANCES CLAIMING THE SAME REGION. NEEDLESS TO SAY, THE CA WAS VERY PROTECTIVE OF ITS TURF, DESPITE BEING THE INVADER**

missing the manpower to invade properly, but good fights occurred regularly, both home and away. The party was soon joined by an old nemesis of Evolution, Omega Corp (which is still around today as Supremacy), who joined the growing ranks of the CA. This war dragged on for ages without any real conclusion, invasions happening on both sides for a long time.

The largest and most drawn-out war in EVE's first year was undoubtedly that between the Curse and Stain Alliances, which seemed to kick off at about the same time as the CA was being ground down. Both sides went the stretch in disrupting each other's activities, and they seemed to enjoy doing so as well – which suggests the reason for the drawn-out nature of the war, ostensibly, was so that both sides could continue having fun. That both alliances were PvP powerhouses right next door to each other went some way to fulfilling that shared objective.

The war was actually started over several small reasons, perhaps as a continuation after Curse Coalition joined Stain, or perhaps down to the ore shifting – SA in particular was known to complain about all the good ore moving to CA's stake in space. Still, that didn't detract from the motivation to battle against EVE's favourite enemy, as CA was as ready to fight as ever. This conflict even spewed forth the largest fleet battles to date, although that was sometime later into the conflict – the U-QVWD battle is still legendary in its scope.

RETURN TO THE NORTH

Then there was the other big conflict, one that eventually spawned one of the most famous indigenous EVE terms. Back up north there were some rumours of TTi CEO, Ragnar, hiring m0o to kill off some of Fountain's 'big dogs'. Whether this was speculation or actual truth didn't really matter, it was all that FA (Bladerunners, Xanadu and Evolution in particular) needed to go pay the VA a little visit. What happened after that was a series of political manœuvrings and military

was being competent enough at destroying itself) and the internal strife raged on for a little while, after which Ragnar kept making very indeterminate decisions which incriminated his corp more than he could handle. In the end, the Venal Alliance and TTi broke up into smaller parts. Jericho Fraction didn't bother with alliances from that point on and went on to live its current, solitary way of life. TTi simply vanished, with Ragnar quitting the game. However, it did make a short comeback some time later by joining both the C4 alliance and CA.

EVE's movie community was already starting to get active at this point and Ragnar's debacles did not go unnoticed. Femme Fatal made a movie about this conflict, inspired by some obscure commercial. In the movie, Ragnar was rambling on about his power, and how he still had a superweapon as a last resort, to which his advisor said: 'Oh shut up, your magic hat isn't really magic.' While not many people have actually seen the movie in question, the phrase did catch on as a term for very strange or catastrophic political decisions in EVE, and that's how the term 'Ragnar's Hat' was born.

MORE ALLIANCES

There was, of course, much more going on during EVE's first months. More people were discovering the advantages of banding together in alliances, like XETIC, CFS, CVA and many others.

XETIC was the ever-so mysterious loner among the alliances, or rather the XETIC and Immensea Federation as it was called early on. Almost no public announcements were made at all, no outside communication except to keep NAPs (non-aggression pacts) up to date, and its recruitment processes stopped if you applied with less than 100 members, assuming you even managed to get that far in the first place. Still, this alliance managed to be the biggest one around, especially after the alliance UI was introduced in-game. From what is known, it has an entire book's worth of stories and history on its own, through internal bickering and various other soap operas...

Then there was the CFS, another outsider in the early alliance world of EVE. The CFS (or Coalition of Free Stars) claimed three regions in the south, namely Querious, Delve and Period Basis, although they had different names back then: JK-FIX, L-4ZFB and RI6T-K, respectively. The meticulous eye will notice a similarity in the alliance ticker for Firmus Ixion and the former name for the Querious region – this similarity is intentional, as the founding FIX corp pilots were former CFS members and long-time Querious/FIX inhabitants.

The ironic thing, though, about that particular group of regions was that they only had a single access system – A2-V27. This meant that with a good policing structure, the regions could be kept reasonably safe from any 'criminals'. The CFS was also the only alliance which ⊖

tactics that baffled everyone that was watching – especially those made by the VA that lead to its eventual breakdown.

The bickering continued back and forth between Fountain and Venal, until the VA started to have problems internally. Basically, there were two sides: Jericho Fraction loyalists and TTi loyalists. TTi wanted to change the way the VA had worked up to that point, as well as suggest some more changes on the military front. JF, meanwhile, wanted things to stay pretty much as they were. TTi eventually ended up stepping on too many toes, and JF called for a vote to expel the corp from the alliance before it got too heavily in the way of VA attaining a victory from the conflict. The vote ended in TTi being allowed to stay; however, immediately after the result was known, Ragnar stepped up and declared war against everyone who voted against his corp, as well as placing a massive recurring 100m ISK bounty on Jade Constantine's head for calling the vote in the first place.

What ensued was civil war – the first in EVE, pretty much, and it wasn't at all boring. The Fountain Alliance withdrew (since the VA

As the larger alliances fought amongst themselves, smaller corps started to muscle in on the still-unclaimed territories and make a name for themselves. Far left: SirMolle took his TAOSP corp underground at the end of Beta, claiming it had closed down
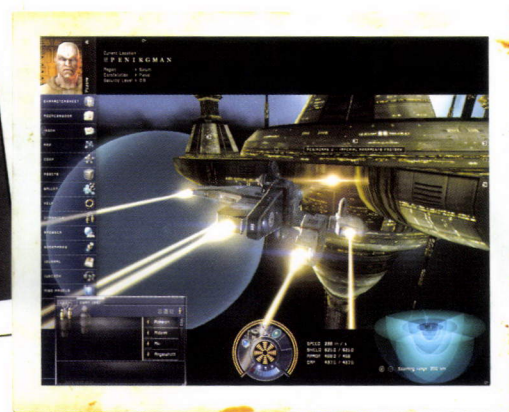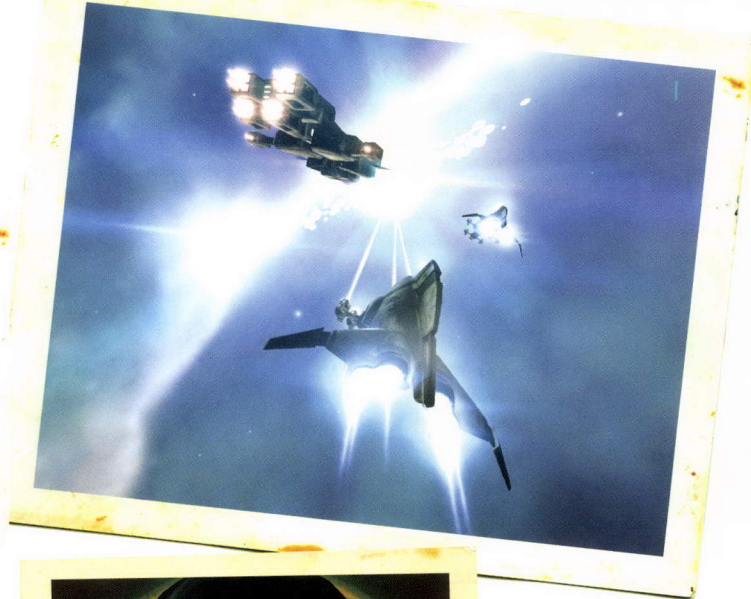
allowed other people to roam and use its space freely (as long as they adhered to the laws). This lenient standing was also their undoing in many ways. It attracted a lot of corps that had no intention of fighting for the overall cause if it came to it, and even though the CFS grew to about 1200 members at its peak, it was never able to effectively ward against larger invasions because of this apathy amongst its member corps.

Still, it was a popular alliance for a lot of people, just because it kept those three regions open and unclaimed for everyone to try out. In the present game, there is even a spiritual successor (although probably not intentional) in the form of The Big Blue, and it's interesting to see that both are treated roughly equally by the EVE community as a whole.

Then we have the last kind of alliance – the empire alliance. The CVA (Curatores Veritatis Alliance) consisted of the Amarr role-playing corps, PIE and Imperial Dreams. They kept to empire space and waged RP wars against the Minmatar 'terrorist' organizations like Oracle. These events did not have any influence on the rest of EVE however, since they mostly kept to themselves in terms of direct contact.

It never came off as being any more than just role-playing with outsiders though, with a small sidestep in that regime when Imperial Dreams joined CFS for a while, and Oracle joined CA – but even these events had little to no influence on how they interacted with the rest of EVE. Still, they had an impact on the community, and they were definitely noticed and respected. The role-play aspect of EVE's player development probably warrants an entire feature in itself. Player alliances were not the first thing on the minds of EVE's developers. Nonetheless

Role-playing alliances, such as Curatores Veritatis, did not have a direct impact on the community, so never really troubled the larger conflicts taking place elsewhere. Right: Jade Constantine, founder and CEO of Jericho Fraction

they created a lot of interesting player content – more than anyone could hope for. Sadly, subscription numbers stayed level for a long time, mostly because EVE was far from 'done'. There was even a rollback of 24 hours after an exploit/bug had been discovered early into retail. Still, people managed to play it rather well. The early months of EVE's life were the foundation for what is there today, and the ramifications of these wars can still be felt throughout the community.

JUST THE BEGINNING

Eventually, EVE's beginnings were the metaphorical rock that created the resulting avalanche. More people joined the game and became intrigued. Corporations like Celestial Horizon proved that, despite joining a year late, you can still make it as a new corp amongst the veterans, and eventually the newcomers had their own hand in some big events. Stories for another time, perhaps.

In any case, this isn't everything. We're nowhere near finished telling the story of EVE. Even while researching and interviewing, more names pop up, and while looking up those new names, up pop even more! I've only just begun to slide down the iceberg's tip, let alone take a peek under the surface of the water. Names like RUS and Everlasting Vendetta, Techell and BIG, and the unearthing of new stories does not seem to stop anytime soon. So, if you think this is the end of the beginning, you'll be in for a real treat next time around.

Next Issue:

We'll be talking about the continuation of previously mentioned wars and the further development of the alliances. Also, the decline of the pirate profession in the classical sense. Player numbers were beginning to rise dramatically after Castor was deployed, and events like the Great Northern War ramp up interest even further.

Thanks to Jade Constantine, SirMolle, Trigger, Stavros, j0sephine, and the many people who posted in my thread, for providing me with a lot of info about their respective corps and alliances.

MAGGOT

PLAYER PROFILE

NAME:	**Maggot**
CORPORATION:	**Freelance Unincorporated [FU2]**
POSITION:	**CEO**
ALLIANCE:	**Ushra'Khan [UNITY]**
SPECIALITY:	**POS attacks, Heavy Tackling**
SECURITY RATING:	**1.4**
MOST LIKELY TO SAY:	**"Death to slavery!"**
LEAST LIKELY TO SAY:	**"Ahh, I am tired of this fight. Any chance of a job in Reikoku?"**

In the mountains of the planet Matar, a Minmatar freedom fighter draws up plans for battle. He believes that recent skirmishes are just a 'prelude', and that the fight for liberation has only just begun. A war is coming.

His name is Maggot – intelligent, cool, level-headed, well-respected – and he has dedicated his life to ending the slavery of his people. It has been a long and hard fight against bondage and oppression, degradation and forced labour, and it will be a fight to the bitter end.

"We fight and die every day for our cause," he says. "There are no clear-cut victories, but we are eating away at a huge, decaying empire. To some, the battle is draining, but it will continue with new blood when our old warriors are empty of spirit."

Here though, surrounded by the paradisiacal views of his home world, he has no hatred for the Amarrians; instead he feels pity. Ultimately he is resolute that their barbaric ways will end.

Maggot is the CEO of Freelance Unincorporated [FU2], a multi-racial corporation which has vowed to bring an end to slavery. But, for Maggot, it has not been an easy journey. Just over three years ago he was in exile from the Minmatar community, spending much of his time in Gallente space. Personal failures, leading to the death and capture of many of his men, led him into a solitary, shameful and painful existence. It was at that time

Although Minmatar by birth, the Angel frigate Maggot flies was a gift from one of the Ushra'Khan warriors

he was invited to join FU2, and he was encouraged to once more reach out to his brothers and sisters. The fight against slavery had begun.

"We began to monitor the local slave markets and encourage buyers and sellers to move on to other market opportunities," Maggot says. "Many CEOs were shocked by our approaches, but most of them saw reason and changed their ways. Such was the success of our operations that, at one point, there were no sellers of slaves in Minmatar space at all. For a small corp we were very happy with our progress."

FIGHTING SLAVERY

FU2 continued to build contacts with several large Minmatar corporations, including the famous freedom-fighting groups, Oracle and TPFM.

"At first we would provide intelligence of slaver convoys," Maggot continues. "Later we would accompany pilots into low-security space to find those who worked for the Empire. After becoming more and more involved in the fight against slavery, it was then time to take the next step and join the war full time. The pilots of our corporation were very supportive of this, as each man and woman knew the value of freedom. So we declared war against PIE."

It was a brave move. The corp was outgunned and outnumbered, and PIE's legendary 'Golden Fleets' struck them down with fear.

"We were very much the underdog in those days and it was very difficult indeed," he recalls sadly. "The Golden Fleet could fly into Pator and orbit the stations without concern. We had to pick our fights very carefully. Their damage output was truly immense and the only counter to it back then was ECM. We could not match their weaponry for quite some time."

But during the fight for freedom, Maggot has also seen the despair and frustration

of his people, angry at the failures and lack of action by the Minmatar Republic against the Amarrian threat. They have, in part, raised the profile of what the Republic was failing to do and have encouraged all members of the Minmatar community to take action. FU2 is now active within the Ushra'Khan, an alliance of warriors from all walks of life, fighting for freedom without the sanction of governments. It was founded on the principle that all are human, and to fight for the freedom of all people by any means necessary.

WAR IS COMING

"I claim no success for Ushra'Khan until our job is done," Maggot declares. "We have received no support from the Republic, but given this complete lack of action from its leaders we have migrated further out to the very borders of Amarr space in Providence."

Maggot senses the unrest has only just begun. He takes a swig of spiced wine and breathes hard. His eyes are deep and dark and there are secrets within; of pain, of suffering. But he turns to hide them.

"The Empire looks to be building up for an expansion into Minmatar space," he says after a long silence. "The Republic is becoming increasingly impotent – simply witness the recent silencing of its senior military commanders. I see an escalation of the current low-level disputes. There will be refugees flooding out of the conflict zones. Ushra'Khan will be doing its best to divide the slaver forces by fighting them along our Providence borders."

So, if war is inevitable, does the future worry him at all?

"Worry me? Have you seen my hair?" He laughs. "I think the Amarrian Empire will continue its slow death, but we will do what we can to help it on the way. After all, the job of a Maggot is to eat away at that which is rotten," he grins.

Such was the success of our operations that, at one point, there were no sellers of slaves in Minmatar space at all. For a small corp, we were very happy

Building BIGGER Dreams
http://www.brex-eve.com

BX

BRE-X

THE PROJECT TO UPGRADE EVE'S
GRAPHICS ENGINE WON'T BE FULLY UP
TO SPEED UNTIL NEXT YEAR, BUT CCP
HAS ALREADY MADE SIGNIFICANT ADVANCES IN
PUSHING TRINITY INTO THE FRONTLINE OF GAMING
FOR THE NEXT DECADE. OLD SHIPS ARE BEING
REBUILT AND NEW SHIPS ARE ALREADY FUTURE-PROOF.
IT'S TIME TO LET THE PICTURES DO THE TALKING

When this image arrived in the E-ON office from CCP we spent half an hour just staring at it like slack-jawed yokels. It almost seemed a shame to have to put words around it, but such is the nature of magazines and the life we lead.

Clearly what we have here (as on the cover) is a brace of tier-2 Amarr Battlecruisers and an escort of Executioner Frigates. Apart from the amazing level of detail and the wonderful burn-out reflections, you'll notice how much more rounded the engine trails are, which help bring the scene to life.

"The new engine boosters will rely on the HDR glow effect – aka bloom – to achieve much of the thruster flame itself," explains Kári Gunnarsson, CCP's Art Director. "The old method uses several layered sprites. This new method will solve the issue of the thrusters clipping into the model. The way we're going to do the vapour trails themselves is undecided at this point, though."

We've always assumed that when a ship's thrusters spear forward as it drops out of warp, it was some kind of graphical glitch, albeit a useful one. Apparently not. However, CCP will be trying to replicate and improve the effect for the Vista client, although this will be done via the physics engine (Destiny) rather than the graphics engine. ⊖

HOLY TRINITY

HAVE YOUR APOCALYPSE NOW

The old – or rather, the current – Apocalypse model (below) and the new one (right), side by side. The sunlight reflecting from the ship's armour is striking. You may also notice that the ship model has changed slightly, with the flat textures that were rear-facing antennae replaced with far better-looking polygons instead.

These two images also help to highlight that the upgrades are very much a work in progress, as whilst the new Apoc looks much more detailed, the abundance of lights on the old model help convey a more realistic sense of scale. Needless to say the level of detail, dimness of lights or shader settings will certainly be adapted many times over the coming months.
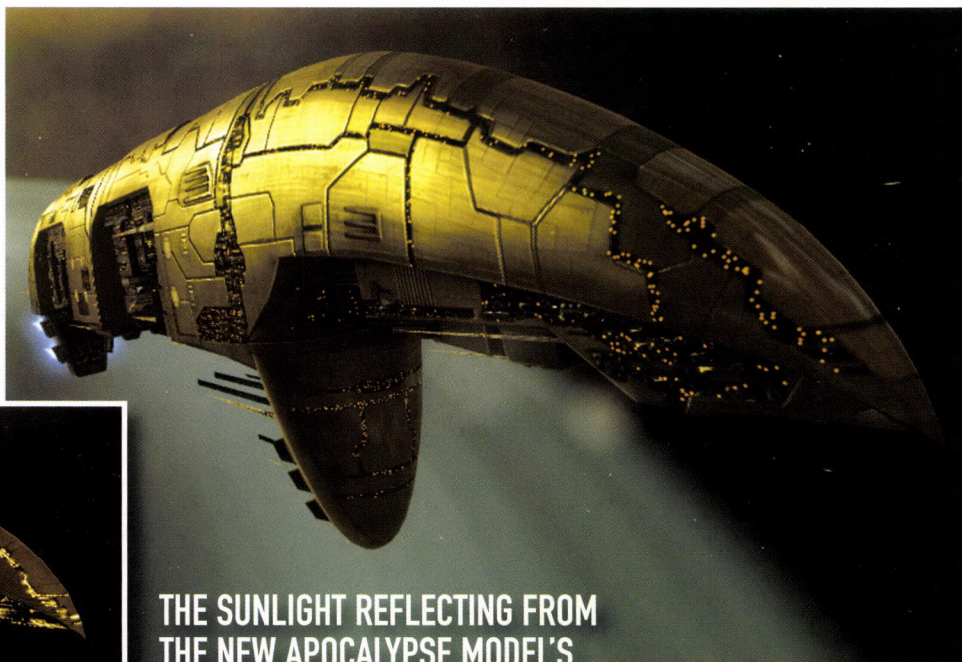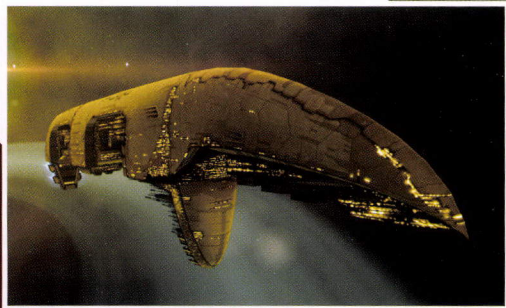
THE SUNLIGHT REFLECTING FROM THE NEW APOCALYPSE MODEL'S ARMOUR IS STRIKING
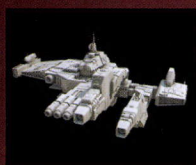
CCP PLANS ON SIMULATING HOW LIGHT BENDS WITHIN THE ATMOSPHERE

SUN GODS REJOICE! THE HEAT IS ON

This is one of the images that was released at E3, a current-generation Brutix Battlecruiser with its Frigate escort. It's using the current engine, of course, but it's not the ship that's catching our attention here. Hint: stare into the sun. Have you noticed how they've become more intense in-game recently?

"The reason the suns are a lot brighter and burn out much more is because their data has been left untouched while we have implemented HDR rendering elements in the code," explains Kári. "This temporary stage makes the suns look like burning clouds of fire. This has yet to be fine-tuned, especially now we have the new 'bloom glow' technology to utilize in-game."

As for the planet, CCP plans on simulating how light bends within the atmosphere, which sounds mighty technical and potentially amazing. Of course, the textures on the planets themselves will be updated too – to show mountain ranges, weather patterns, etc. – but unfortunately we won't be seeing that aspect of the upgrade for quite some time.

BETTER LOOKING RUST EQUALS BETTER LOOKING RUSTBUCKETS

A close-up of the new Caldari Scorpion (below), clearly showing the ominous, darker colour scheme CCP has in place for the State Navy vessels. Although this doesn't apply just to Caldari ships, CCP is trying to ensure that ships don't always look as if they've come fresh from the production line (even if they have).

"We are using the opportunity to play with normal maps and specular maps to show off some dust and scratching on the surface of the ships, making them much more believable from a visual standpoint," says Kári.

Obviously the Minmatar ships will be more 'believable' than those from other races, since of course it is only the dust and scratches that hold them together!

A DARK BEGINNING FOR THE MEGATHRON

Of all the renovated ships we've seen, the Megathron is the one that's been changed the most. Apart from the massive amounts on detailing, its curves have been accentuated, yet the dark colouring makes it appear more ominous and threatening.

"The changes vary from ship to ship," says Kári, "depending on how pleased we were with the original versions. This is from an older version and it's maybe a bit too dark and does not correctly represent the final vision. That said, we're still experimenting with shader settings for the larger ships, Battleships especially, since their surface hasn't correctly represented their scale. In some cases, like on the Megathron, people can expect to see a slightly darker hue in the end."

ABADDON ALL HOPE YE WHO ENTER HERE

No, it's not the nose-cone and cockpit canopy from some jet fighter that's come loose and drifted into space. This is the new Amarrian tier-3 Battleship – the Abaddon. An impressive beast, for sure, and CCP tells us that it will excel as both an armour tank and a pure laser platform – just not both at the same time. Testing of the ship will begin soon.

This picture was taken using the latest version of Trinity – you can see more realistic lighting, both in terms of the light sources on the ship itself, and the reflections from the armour. We're particularly taken with the detailing around the weapon points.

Torpedo hatches and missile launchers have been modelled into the geometries of some of the ships, although there are no plans to show other modules externally on the model, like ECM mods.

AMO, AMAS, AMAT; AMARR'S LOVE-IN

Each race is due a second Battlecruiser in September and, whilst the Amarrian Prophecy has proved to be a popular and capable ship, this, its tier-2 counterpart, will complement it nicely with its damage-dealing abilities. Were told it's likely (but not guaranteed) that the ship will enjoy skill bonuses to rate-of-fire and laser damage.

Curiously, when it comes to designing new ships, CCP says the process is only marginally more time-consuming than renovating the old models.

"In each case, we need to make two model types; one low-poly and one high-poly," explains Kári. "In the case where we're upgrading an old ship, we can use the old model as a base for the low-poly version."

LORD OF THE FILES

CHANCES ARE, IF YOU'VE BEEN PLAYING EVE FOR ANY LENGTH OF TIME, YOU'VE MADE USE OF ONE OF CHRIBBA'S SERVICES. BUT WHO IS THE PERSON BEHIND EVE-FILES AND OTHER ESSENTIAL EVE DESTINATIONS? AND WHERE DOES HE FIND THE $3800 THAT'S REQUIRED EACH MONTH TO KEEP THE SITES ALIVE?

Chribba is arguably one of the more popular characters that populate the higher echelons of the EVE Online player community. It may have something to do with his ability to jump into a forum discussion and liven things up before they've had a chance to simmer down (or sometimes kill it with a single word). It may be because he appears to be a genuinely nice chap (if slightly unhinged by a desire to mine low-end minerals for hours on end). Or it may have something to do with his extra-EVE activities, namely his creation and curation of a number of community websites, at least one of which you must all be aware of, if not a regular visitor to. Hello? EVE-Files? Chribba made that. You can thank him when you next log in.

Better known to some as Chris Green, Chribba (a nickname his brother gave him many years back, for reasons unknown) came to EVE three years ago, a few weeks after the game went live. Having never heard of CCP or its debut space adventure, he chanced across a copy of the game whilst furtively browsing the new releases in his local games store. Like many old time gamers, he was a veteran of *Elite* and was tempted by EVE's similarly inspired gameplay. He picked up the box, sneered at the Sebiestor on the front and studied the carefully-aimed marketing boasts on the back. Like many of us, he was sucked in by EVE's promises of virtual fame and fortune (monthly subscription required) and had to give it a try. He's been hooked ever since (though he's not addicted as "that would be unhealthy").

KNOWLEDGE BASE

Describing himself as a 26-year old male from Sweden, Chribba admits to tinkering with computers and anything vaguely electronic since the age of eight. "I never really liked school, so just about everything I know regarding programming, the Internet and computers is self-taught," he says. Perhaps this explains why he likes helping people – because he's passing on his own knowledge rather than someone else's, which if true reveals at least some selfism lurking behind the altruism. Nevertheless he's uncommonly ⊖

Multitasking is an essential real-life skill to level up when it comes to running a site as complex as EVE-Files. To that end, Chribba keeps an active EVE session on the go while at work, home, play, sleep...

accommodating. Case in point: EVE-Files receives 70,000 visits a day and there at the bottom of each page it says: 'for problems and general chat contact Chribba in-game'. Fortunately for him, not everyone feels the need to thank him personally for his contribution to EVE society.

"People are friendly in local and greet me," he says of passing well-wishers who hail him in local space. He adds: "I would most likely be able to slip through a camp now and then because of the services I provide, so that's a great advantage. I have, however, been locked down, ransomed and, upon payment, released and thanked for my services – so sometimes it doesn't matter who I am or what I've done."

FILE PHILE

With 250GB of EVE images, music, videos and signature banners hosted freely and without any apparent limit, EVE-Files is undoubtedly the service that has made Chribba a household name throughout Empire space and beyond. It's a service that could conceivably break even a commercial enterprise, were it not for the fact that the files themselves are CCP's, legally speaking. It may never pass muster as a commercial goldmine, but it remains a priceless receptacle, not only of EVE history, but of the creativity of its contributors.

"I hang out a lot in the EVE-Videos in-game chat channel and there were many great movie-makers around," he laments. "The problem was that most of them had trouble hosting their files, with slow servers, lack of space and so on. So I thought, why not make a service to aid all pilots to host their EVE-related files – and thus EVE-Files.com was born."

EVE-Search was born from the same frustrations: "The same threads kept popping up across the official forums – asking the same questions. As a result, forum regulars were getting tired of stating the same responses. It can't have been much good for the community as there was no way for people to find answers without manually clicking through thousands of pages. So I decided to index the forum and make it searchable, and it has turned out pretty well."

A little too well, perhaps? "Yeah, this type of hosting isn't even close to being free," Chribba laughs. "The main resource eater is EVE-Files obviously, the other sites just go with the flow of its surroundings."

NOW THAT'S BANDWIDTH

He's currently hooked up via two 100Mb connections, one at home and one via work. Chribba contends that the connection is the major cost, the main link is about US$3800 per month. Currently EVE-Files uses about 350-400Gb of bandwidth per day and there has not been any sign that it will decrease. "Each month the total bandwidth is higher than the previous," he marvels, "the total monthly bandwidth in January was 6.6Tb. In April the total data had gone up to 10Tb, so I dread to think what it will be after the summer. There's an average of 60-70,000 visits
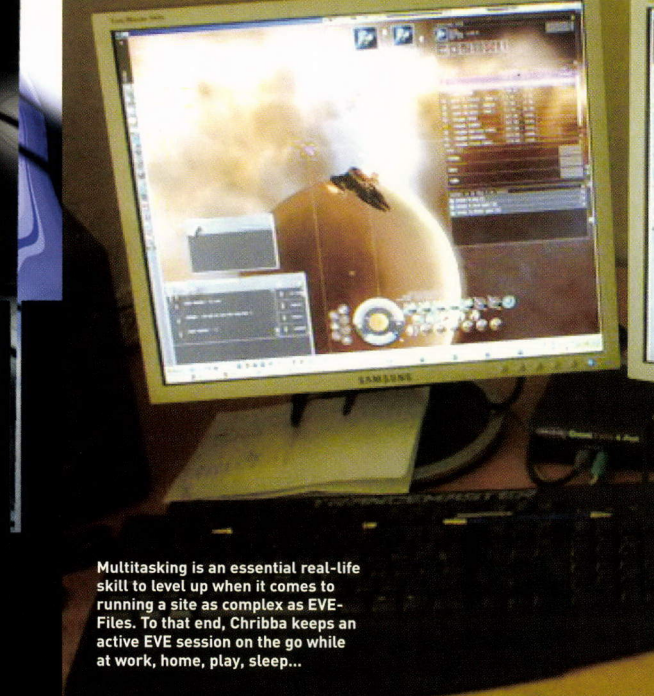
per day and increasing. I would assume the usage will grow as EVE itself grows. But it's a nice challenge to keep up with the growth, making it work properly, thus adding more mirrors and increasing bandwidth." Oddly, Chribba doesn't appear fretful of EVE-Files' ever-skyward rise in popularity. "If I keep at it, I'll eventually have a valid reason to upgrade to a Gigabit connection," he boasts.

LIVE ALIVE

Despite the successes of EVE-Files and EVE-Search, Chribba isn't best pleased with his other sites. EVE-Offline.net, which was intended as a replacement to EVE-I, is currently living up to its name.

"EVE-Offline did not turn out even close to how I first wanted it," he regrets. "Everything there is on hold. A new site is in progress. I'm basically turning EVE-Offline.net into a status site, where you can monitor server status and statistics of EVE and its related forums. In my opinion there is a lack of information during downtimes, upgrades, unexpected reboots and so on. I aim to be able to provide an easy path to the latest available information and status of things happening, plus a place to spend some time when EVE is offline.

Podbase, Chribba freely admits, is a bit outdated. "It takes time to recode everything needed, as well as to make a new database with fresh ship data, so sadly things are going very slowly there. With EVE-Videos, I don't really know what to say about this one," he laughs. "LoxyRider keeps bugging me to add some stuff but I really never slap myself to do it, so it's still a question mark."

He would like to bring back EVE-Live.com, a site that was originally planned to stream video data from the screens of other players. It was intended originally as a way of teaching new players by having them view what established players were doing on-screen. Chribba hopes the coming PvP tournaments this summer will foster a renewed interest in this breakthrough piece of technology.

STAYING PUT

Asked about what is more important to him, the game or the community, Chribba responds: "They go hand in hand; in my opinion the game would not be what it is without the community. And without the community there would be no need for the services I provide. I have asked myself the question 'what will happen to my sites if I decided to quit', and the answer to that isn't really an easy one. I've come to the conclusion that most likely I will keep running everything for as long as possible – so maybe the community is a little bit more important, but the game itself isn't far behind." He's not about to quit though, is he? "No," he laughs. "There are no other games around that catch my interest. Besides, I really don't play that much. EVE is the first MMORPG I tried and I really don't know what other game to even test. I've checked lists at mmorpg.com but I feel that there isn't any game even remotely as interesting as EVE. So, as of now I don't see me quitting in the even remote future. I hope CCP keeps developing the game in the right direction over the coming years."

Not actually Chribba, but still a vital member of the EVE-Files team

"I've also had the idea to provide an SMS service, where corps could quickly get out notices to their members. However, I'm not 100 per cent sure there's a real need for that. Maybe it's just me that would run out of a real-life business meeting to pop the newest veldspar asteroid."

HIGHLY SKILLED

Outside EVE, Chribba spends the office hours 'doing network stuff'. On his business card it states he is a Senior Network Administrator. One might assume that judging by the amount of time he appears to pour into EVE, albeit subconsciously mining, he was in the employ of CCP. He laughs: "One would think that I get enough donations to pay for my accounts, but that is not the case. Donations are welcome but they don't even come close to paying the bills, so I do what most other people do around the universe – get up in the morning and head for work – and I love it."

Whether he loves his work because he genuinely enjoys 'internet-related software solutions on various protocols', or whether it's because he can get away with mining veldspar for hours on end, Chribba is characteristically vague.

"EVE is a 24/7 thing – didn't you know? But yeah, I spend a lot of time with EVE-related things. Basically I boot-up my computer around 6.30am and start the usual EVE monitoring programs (ECM and EVEMon). They run until 1 or 2am, when I shut down."

In-between those times, when Chribba is officially a Senior Network Administrator, EVE is usually running on at least one machine. "I tend to start up my accounts when I arrive at work and from there on play, read forums, fix my services, etc. while doing my ordinary work. Of course, real work is always prioritized, unless there's something important that needs to be taken care of," he adds dryly. "I've trained Multitasking to level five to do all this, y'know."

As we all know, to reach Multitasking V one must have Personal

> **MAYBE IT'S JUST ME THAT WOULD RUN OUT OF A REAL-LIFE BUSINESS MEETING TO POP THE NEWEST VELDSPAR ASTEROID**

It may not be pretty, but it's certainly effective. EVE-Files burns through so much bandwith every day – 350-400Gb – that Chribba is considering upgrading his dual 100Mb connections to a single Gigbit pipe just to keep up
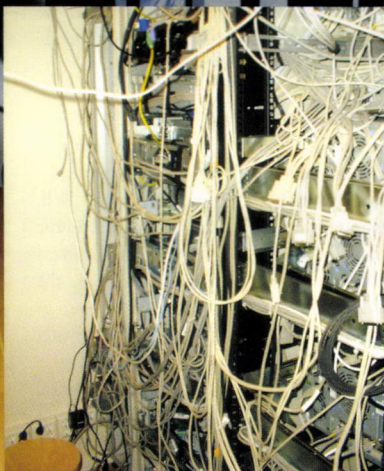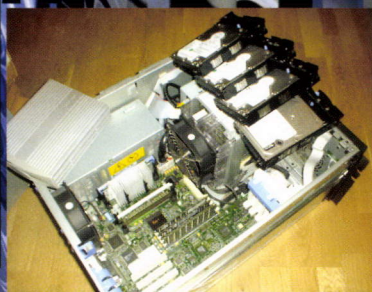
Q+A: CHRIBBA

HAVE YOU EVER CAUGHT PEOPLE TRYING TO STORE THEIR NON-EVE FILES AT THE SITE?
Oh yes, daily. However I have such a great admin team helping me verify all the files that are uploaded that they'll usually get removed within a matter of minutes. I think the EVE community realizes that using EVE-Files for their personal stuff does not gain them anything, since if there was too much crap being uploaded routines would have to change or even push the service into closure. So I have both the admins and the community itself to thank for the vast majority using the service within its guidelines.

DO YOU KNOW WHO OF YOUR EVE-FILE REGULARS HOSTS THE MOST STUFF?
Of course. I keep full track of everything happening, from the largest folder down to the smallest file. In the beginning, before EVE-Files *became* EVE-Files, I was hosting files for Corp1 (or rather for C4w3 himself since we know each other irl) and, surprisingly, he still has the largest directory – 5747Mb. Among the top three active users/corps we find The Short Bus Squad with 4841Mb, DaMiGe with 3256Mb and third Mr MAXSuicide with 2622Mb. Myself, I have to settle for 15th place. Of course, many of my users choose to use the public archives so maybe there is someone out there 'owning' more data than the registered users, in which case he or she remains anonymous.

Relations trained up to IV. Chribba admits he's not the only EVE addict to admit his girlfriend isn't really too happy about his devotion to another mistress. "She respects her though," he says, "even though she thinks I'm spending way too much time in front of the computer. At work they don't really understand how someone can pay every month to play a game that generates nothing except the enjoyment of playing it."

Of couse, Chribba's definition of enjoyment may differ wildly from that of many EVE subscribers. He's what most would call a carebear: "I usually AFK-mine or make trade runs since that requires no attention, and my mining Dread takes a while to fill its cargo hold, so I really don't have to be there in front of the screen to move veldspar into a can either. Other than that I do whatever I feel like, that's why I play solo – no restrictions, no-one taking out the whip if I don't do something, that's what makes me keep playing."

Chribba's preference for solo play has lead to the creation of The Otherworld Empire, an alliance true to his vision of offering solitude for the solo gamer. So successful is this alliance that it boasts a single member.

"There is always lots of talk about how the smaller corps are left behind as the game progresses, but to me that isn't true," he argues. "Both of my one-man alliances are proof that there's nothing stopping the smaller corps or solo players having what the biggest corps and alliances have. The same goes for Dreadnaughts and other Capital ships. It was said only the biggest alliances would have these beasts – I think I've proved that a solo player with a goal can be successful."

In Chribba's case, a goal and a mining laser. Or several. And an understanding employer. And an accommodating partner. ⏎

CAREER PATHS

THERE ARE NO 'CAREERS' IN EVE, ONLY 'MINI-PROFESSIONS'. THE FIRST STAGE OF KALI WILL INTRODUCE THREE. NOT MANY, PERHAPS, BUT THE CHANGES THEY ARE SET TO USHER IN WILL DRASTICALLY ALTER THE WAY WE PLAY

TEXT: ZAPATERO

In a previous life he was a miner, but these days Zapatero prefers to laze about his sprawling offices whilst impoverished writers beg for scraps of work

In most games, online ones especially, you play a role, some kind of pre-ordained career. Mostly it's forced upon you the moment you start playing. You either kill things or make stuff. Sometimes you may sneak about, be adept at long-range attacks or throwing fiery balls of death, but whatever your area, you're pretty much stuck with the decision you make when you first sign up.

To a certain degree EVE Online is no different, in that if you want to diversify, the cost is to weaken your specialist skills. The difference between EVE and Generic Fantasy Online is that the character always comes before the career. This is because, strictly speaking, there are no careers in EVE. You start the game, tweak your attributes, pick a few skills and are a thrown mercilessly into a massive and sprawling world. You begin, not as a low-level miner, or a pirate, but as an insignificant speck of dirt in an infinite universe where nobody cares about who you are or where you came from. You may become a somebody someday, but it's you who must make the effort; even then, you're not judged on how many skillpoints you have amassed (although they often help). In EVE, as in life, you are judged by the actions you take and the people you acquaint yourself with, not by what it might say on some character sheet.

THE 'C' WORD

The decision not to force players to adopt pre-defined character classes has been a conscious one for CCP. You wouldn't have thought so having read the back of the box in which the game was first released. Right there, half way down it says: 'Choose a profession'. Curiously, it doesn't mentioning anything about mining either.

"When has the back of a box ever been any indication of what the game inside might be like," smiles Senior Game Designer, Hrafnkell Oskarsson. "In any case, you're taking that out of context. Underneath it says 'be and do anything you'd never dare imagine'. If we take that statement to its literal extreme it can never be fulfilled as we can never implement every conceivable act there is, but we feel that EVE has always fulfilled this promise better than most MMOs, as players are empowered to carve out their own political or economic niche. Yet we are very much aware that many more options are available and are working hard to get them in, one by one."

By 'options', Hrafnkell (known to his chums as Keli), means 'careers'. CCP don't like using the 'C' word though. Indeed one imagines they are forced to put money in some kind of swear box whenever it is carelessly uttered. They don't like it because it implies some kind of rigidity to character progression – that by formally divvying up players into sub-categories it somehow cements perceptions about what is possible, and therefore impossible, for players to achieve. It's a valid concern and by doing away with the concept, at least by allowing players to evolve their own classifications, EVE is made all the more unique when alongside the increasingly formulaic contemporary titles. Unsurprisingly, CCP prefers the term 'mini-professions'. This implies fluidity in career choices. Of course it's irrelevant what term we use, but it's fun to goad CCP into liberal usage of the 'C' word.

TRACKING DISRUPTION

"We can group the careers currently available into three broad and rather nebulous groups – economic, warfare and politics," says Keli, looking around nervously. "For the economic group, the mining and manufacturing careers are pretty solid. For the combat group, the basics are fine as well. The politics group is perhaps the least defined, but is also mostly influenced by the demands of the player base."

He's right, of course. The so-called political careers aren't so much driven by a particular skill subset, but by the personalities of ⊖
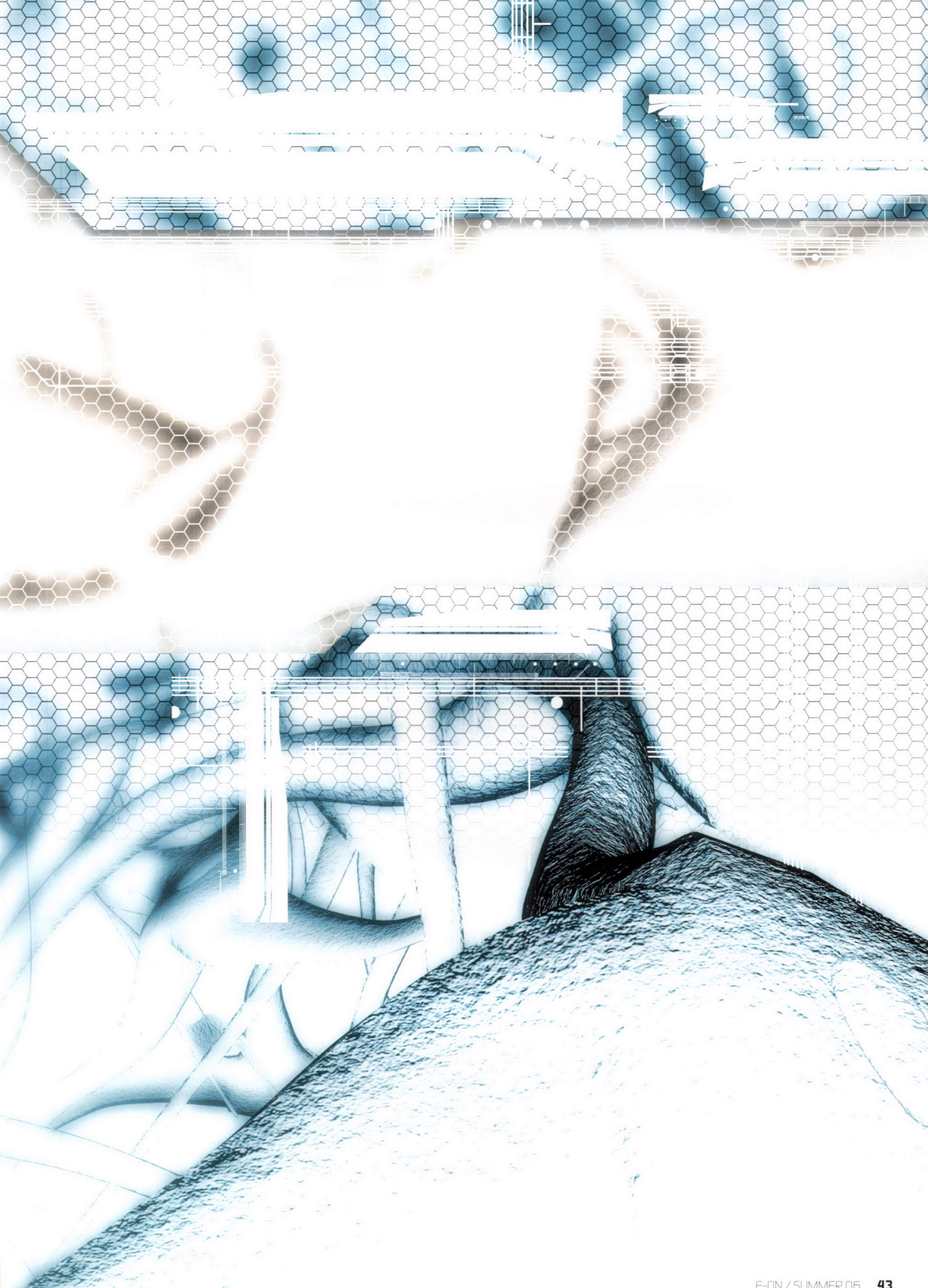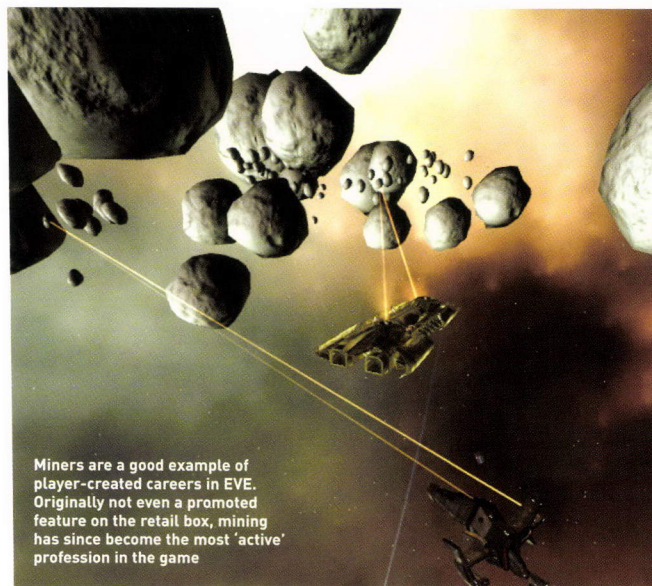
Miners are a good example of player-created careers in EVE. Originally not even a promoted feature on the retail box, mining has since become the most 'active' profession in the game

players who endeavour to become great leaders. To acquire the skills to run a moderately-sized corporation requires very little investment in terms of ISK or time, rather it's a particular personality trait that becomes drawn to administration and leadership. CCP considers political careers to be undefined rather than poorly-implemented, simply because they work better with less controls put upon them. That said the team is fully aware that certain careers haven't worked out as well as it had anticipated.

"Trading in commodities has never really taken off, largely due to lack of support on our behalf," admits Keli. "We have some ideas to shake things up there, but the problem is that Trade Goods play only a marginal role in manufacturing and are basically just another way of pumping money into the economy. We'd rather focus on money sinks to keep inflation at bay."

Bounty hunting and smuggling are two careers that have disappointed many players and Keli is confident they will be implemented properly at some point, but he admits it's an aspect of play that hasn't received much design attention of late.

"Implementing these careers correctly is hard as there are several core problems we'd have to deal with, notably money exploits and log-in issues. We looked hard into these things a couple of years ago, but didn't find adequate solutions. Once these issues have been dealt with, the mini-professions will receive a high priority. Perhaps the contracts system we're working on will lead us to solve these issues. It might also be helped along by combat hacking, which is something we've wanted to do for a long time."

Indeed, perhaps by hacking CONCORD ships, smugglers can sneak their goods past customs officials? Similarly, bounty hunters can track ships by hacking the logs of warp and acceleration gates.

"Perhaps," says Keli. "Something like this is already in the pipeline. You'll be able to hack locked acceleration gates in complexes, getting otherwise unobtainable bookmarks from wrecks. Bounty-hunting as a profession is probably one of the most difficult to get right because it requires players track each other across regions. We'll solve it eventually though."

GETTING SALVAGE RIGHT

A mini-profession/career/class/extra thing to do (delete as applicable) that's due to be introduced is that of salvaging where, upon the destruction of a ship – either NPC or player-controlled – the game will spawn a wreckage in the same way it does a cargo container. Should a dedicated salvage ship pass by, and its pilot is suitably equipped with the right skills and module (likely to be similar to a mining beam), then they can proceed to extract materials to aid in the construction of new spaceship parts. Salvage ships might also be able to collect bookmarks that flag hidden ship wrecks, which will tie in with another mini-profession.

Here's how it will work: when you salvage an NPC wreck in certain deadspaces (those found through the new exploration system) you stand a chance of getting a bookmark. This bookmark will lead to a hidden complex that can't be found normally (CCP calls this system the escalating path, where you find complex A (through exploration); there you get a bookmark for complex B, which has more juicy stuff and can also lead to complex C, etc.

"Although it's been in since the beginning," says Keli, "the explorer career has been virtually non-existent except for role-players, or as scouts in warfare. We have very cool things planned for explorers, finally allowing a full-blown explorer career. Exploration will not only be fun and exciting, but also essential for finding many items and ingredients that will be needed by the new research and manufacture paths we're implementing."

As mentioned in a recent Dev Blog by TomB, hidden complexes will be semi-randomly spawned around the universe, complexes that can only be found through system scanning – a process which Keli says is also being revamped. "These complexes can contain anything from rich asteroid belts for that system security level, valuable items, even faction items and also ingredients for various research and manufacturing items – which, again, is an area also being redeveloped."

Evidently the grand plan is built around enlarging the role of researchers and manufacturers, to the point where players need to specialize in certain areas.

"We can already see the seed of this in the game," says Keli, "but specialized researchers and manufacturers are the thing of the future and these individuals will become the defining characters of corporations."

The current manufacture paths will remain unchanged, but Keli insists that CCP is due to add new paths to the game, i.e. new lines of items to manufacture. Ship upgrades will allow you to tailor your ship more to your needs and

Exploration is one of the big new career paths to arrive, with pilots able to find brand new items by venturing far into the stars

Gas harvesters are one new ship vessel in development, likely to use current ship models like the venerable mining barges
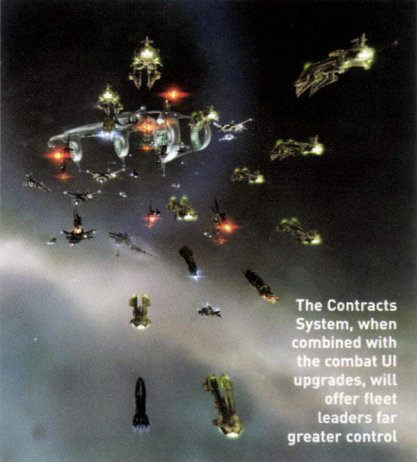
The Contracts System, when combined with the combat UI upgrades, will offer fleet leaders far greater control

tactics, and boosters will give you a vital combat edge, the risk being the infliction of a random side effect. But perhaps the most exiting addition is invention, which allows you to take a Tech I BPC and try to invent a Tech II BPC equivalent out of it. While not the same as getting a BPO through the lottery, this is a more structured approach to obtaining the Tech II stuff you need and is completely under the control of players. At a later date this same system will be used to introduce Tech III items into the game, where players take Tech II BPCs and get Tech III BPCs in return... if the research is successful, of course.

ENEMY MINE

As seems to be the intent, there appears to be a lot of crossover, both between the new crop of professions and the old. The focus, evidently, is exploration, the goal is a more vibrant and player-customizable manufacturing (and, by association, trade) aspect of gameplay and the method is based around harvesting resources,

recycled or not. Rather than slipping off to an asteroid belt that never runs dry, if you want the ships you build to be that little bit faster than the standard models, you're going to need a lighter alloy, and you're going to need an explorer to find it, and a researcher to develop it, and a builder skilled in advanced manufacturing to put it all together.

The revamp of old careers and the introduction of the new, isn't simply about giving players more to do than fight and gripe, but about adding a new layer of complexity and diversity, while still making sure it integrates into EVE's framework. For example, we're told that mining, a steadfast profession that hasn't changed all that much of late, while not scheduled for a revamp, is being changed by association with other developments.

"With the new exploration system," says Keli, "players can find lucrative asteroid fields not otherwise found at that system security level. Also, whilst not strictly mining, there are several new harvesting methods coming, notably the harvesting of gases for booster manufacturing. Mining will also be more dangerous in certain areas, with the expansion of deadspace and complex systems to allow, for instance, clouds that cause damage and triggered NPC spawns."

It is hoped that other developments will, by association, create new careers for players to follow. The Contracts System – a way for entities to formalise employee roles and business deals, could conceivably foster legal experts. Factional warfare may foster closer ties between players and NPC navies, creating perhaps a more rigid military career for some players who wish to embark on lengthy campaigns. Combat reorganization, which is essentially just a UI upgrade, should indeed create dedicated fleet leaders, able to issue orders to the vessels in their fleet. Whether the other pilots will follow orders is another question.

FOLLOW THE LEADER

So when are these new mini-professions due to appear? Very soon, it would appear, as salvaging, exploration and research are all phase one Kali features, along with all the revamps being made to other career paths. The full-blown technology

upgrade could take a while longer, whilst the holy grail remains bounty hunting. There remain other professions to look forward to in the meantime. Indeed, a profession tentatively called 'extraction' will soon make it possible to extract the implants from the frozen corpses of your vanquished opponents. It may even be possible to acquire bookmarks and build rare skill books from enemy brain cells, although there would be some kind of decay built into the system – no doubt to combat pirates hoarding piles of corpses. There's even been talk of introducing a kind of mortuary ship or module that will be capable of keeping corpses fresh until they can be harvested back at a station medical facility.

"I'm not sure about a space morgue," Keli grimaces, "but we're planning special ships for all the mini-professions – salvage ships, survey and explorer craft, gas harvesters, etc. These ships will give bonuses when using profession-related equipment and have special assembly lines for the manufacture of profession-related stuff. They will most likely use existing models, but with new textures, and stats of course."

As to where CCP plans to go next with mini-professions, Keli simply shrugs: "As we have found, EVE players often find roles for themselves that we never envisaged. There were people who explored EVE long before we created the explorer. Scouts have been scanning systems long before we introduced covert ops ships and scan probes. So long as we don't go out of our way to formalize careers, or to make players choose and stick with their choice, then I think we will continue to just react to what players do and then make it easier or more enjoyable for them to do it.

"Take mining," he says drawing the interview to an end. "We never thought it would grow to be such an important part of gameplay, and yet here we are with hundreds of POSs ripping through moons all across the EVE universe. It's the players who are directing where we go. With careers we are following their lead, so if you want to know what's next, you're asking the wrong guy."

WE CONTINUE TO REACT TO WHAT PLAYERS DO AND THEN JUST MAKE IT EASIER OR MORE ENJOYABLE FOR THEM TO DO IT. THE PLAYERS DIRECT WHERE WE GO, WE FOLLOW THEIR LEAD

JADE CONSTANTINE

PLAYER PROFILE

NAME:	Jade Constantine
CORPORATION:	Jericho Fraction [JERIC]
POSITION:	CEO and Founder
ALLIANCE:	The Star Fraction -SF-
SPECIALITY:	Caldari Battleships, electronic warfare, covert ops
SECURITY RATING:	5.0
MOST LIKELY TO SAY:	"The question is not who is going to let me, it is who is going to stop me."
LEAST LIKELY TO SAY:	"We acknowledge your lawful claim over these stars."

STAR FRACTION

Jade Constantine has been labelled many things in her time – politician, idealist, fighter, activist, legend and a supreme propagandist. But despite her reputation, she believes she is working for a just cause. Fighting, she says, not against people but against the idiosyncratic and flawed human notion of territorialism. Simply put, Jade Constantine wants to change human nature.

Constantine is the CEO of the Jericho Fraction, a group of pilots who believe that the future of today's space-faring society is being infected by territorial imperialism. She believes that people should be free to travel anywhere, at any time, without the restrictions imposed by alliances which claim to own vast areas of space. No one in [JERIC] recognises their claims.

"The simple fact," says Jade, "is that the New Eden star cluster has known around 10,000 years of development and cultural change across the far-flung empires and associations of planet-bound society. Yet, when all is said and done, we really haven't moved past the fractious nation-state ideology of the legendary past of our distant ancestors."

OUT-DATED NOTIONS

Constantine speaks with political fervour. She believes that the development of a future society, one based on unlimited expansion and technological refinement, is sadly being prevented.

"Territorial rules come from an older society," she continues, "where we contested and contended over limited resources, planet-bound and restricted. These ideas have come to contaminate the thinking of 0.0 alliances and keep us rooted in the past, too terrified to change."

As she speaks, she produces a folder of historical documents, star charts and maps of territorial boundaries, laying them out, as if to illustrate the scale of the 'contagion'

Breaking down borders: [JERIC] pilots fly without fear of boundaries or restrictions

across the cluster. Constantine knows that the task is not an easy one, but she firmly believes that what Jericho Fraction is undertaking is not impossible.

"Yes, it's a massive challenge," she accepts. "I fully accept we undoubtedly have the hardest challenge anywhere in the New Eden cluster. But there is meaning to the struggle, there is a noble cause, the fighting means something, the debate means something, we have a goal and a task to accomplish."

Although she embraces modern technology, Constantine thinks part of the problem is that people are stuck in a rut of routine. She blames this attitude on boredom – and immortality.

"Look at the current round of conflicts in New Eden. It's generally a round of grudges and ennui-inspired boredom – people fight because the memetics of the system tell them they must fight. The major problem with capsule pilots is that immortality betrays them most easily to this sense of melancholy."

Constantine freely acknowledges that the human race has been granted a marvellous cloning technology, but that in light of such immortality people must have a cause to have any meaning.

"Once a combat pilot has been virtually resurrected a few times in meaningless battles, the value on life and struggle

When all is said and done, we really haven't moved past the fractious nation-state ideology of the legendary past of our distant ancestors

diminishes," she sighs. "The major cause of defeat for alliances, corporations and entities is boredom. Without a cause, without a long-term goal, without something greater than oneself that a person can commit towards, the endless cycle of death and rebirth becomes a trap. These people are virtual machines in slavery to the ideology of a past age."

But, on a practical level, how can the fight be won, how can one change the very instincts of human nature? Constantine says that she hopes to revolutionise life simply by encouraging debate – and leading by example.

"The simplest and most effective way we know is to show that these people don't have the right approach by the manner of our own lives. Jericho Fraction is a corporation that respects absolutely no territorial claim or exclusion zone and still flourishes in the universe. We simply live as we choose and do not submit to territorial mentality – ever. Our pilots go where they wish, when they wish."

IDEOLOGICAL DIFFERENCES

Constantine says that change is in people's best interests and is the only way of achieving a state of equilibrium in the future. It is a long path, but the revolution starts here. She says the Jericho Fraction is happy to explain their ideology and approach to anyone who will listen, even though many people have tried to silence her in the past.

As if in symbolic gesture, she takes the territorial map and sets it alight. It burns, its ashes glowing like stars, scattering freely.

"Our enemies are not people," she concedes. "Our enemies are not organisations. Our enemies are old, regressive ideas with no place in the future. Ultimately the real challenge is changing people's minds. If you can do that, the universe is yours."

ARE THEY A TOOL FOR TERRITORIAL CONTROL, OR SIMPLY A DEVELOPER TRIBUTE TO THE LAZY AND VOCAL GANKERS OF EVE? WHATEVER YOU BELIEVE, THE TRUTH LIES SOMEWHERE IN BETWEEN, AND THIS ARTICLE AIMS TO EXPOSE THE DETAILS OF ELITE DESTROYERS, BOTH GOOD AND BAD

Through a combination of factors, like the local channel, instajump bookmarks and warp core stabilizers, immobilizing a target before it can warp to safety has never been more difficult. Interdictors respond to this by allowing you to deploy a more 'mobile' version of the mobile warp disruptor. As you can already guess, when you play with something as fundamental as warping, you change the dynamics of combat itself.

Interdictors launch warp disrupt probes (10m3 each) from an Interdiction Sphere Launcher, on demand and without the need for anchoring. The spheres have a 20km radius, and this improved size allows you to stop targets as soon as they jump into a system by placing it on the gate. It normally takes two medium bubbles with a 15km radius to achieve the same effect, because they cannot be anchored too close to the stargate. The lack of anchoring delay allows you to intercept moving targets by going one system ahead, rather than trying to predict their movement enough systems in advance to compensate. The probes themselves are not permanent fixtures in space, and only last for a total of four minutes before vanishing. On the bright side, you have upwards of 45 available, and their combined worth is still less than one small mobile warp disruptor.

Finally, if the list of advantages was not enough, you cannot target warp disrupt probes any more than you can target scan probes – making smartbombs the only solution for removing them before their natural timed expiry.

Some Sphere facts: launching interdiction spheres is not an act of aggression, making it possible to launch one and immediately jump out or dock if you become the target. The long cycle time of Launchers is reset once you jump to a new system, allowing you to cover the other side immediately should the target crawl back through. Spheres are ineffective if deployed after the target has activated warp. The probes are deployed at the front of your ship, making it difficult to do strafing runs past a group of enemies. Two Interdiction Spheres within close vicinity tend to cancel each other out. Finally, Interdiction Spheres cannot be deployed in Empire Space. Now you know.

TEXT: DIGITALCOMMUNIST

DigitalCommunist has been looking forward to getting inside the new 'Tier 3' Battleships. 'Maybe next issue,' we tell him. We say that every issue.

ARTWORK BY JOHN AUGAR

INTERDICTORS

CALDARI

FLYCATCHER

HIGH SLOTS
6 x 'Arbalest' Standard Missile Launcher
1 x Interdiction Sphere Launcher I

MED SLOTS
1 x Faint Warp Prohibitor I
2 x X5 Prototype I Engine Enervator
1 x Eutectic I Capacitor Charge Array,
1 x 1MN MicroWarpdrive II

LOW SLOTS
1 x Local Hull Conversion Nanofiber Structure I

The most noticeable change in this Tech II variant of the Cormorant is an altered focus from turrets to missiles, a change for the better. Looking at specs alone, one would think having the weakest powergrid is the great drawback of the Flycatcher. However, I found no serious obstacles to properly fitting this ship in both its grid and CPU. A full rack of Tech II standard missile launchers with Tech II microwarpdrive and ECM is very viable. Although it leaves little room for adding turrets, there's no incentive to attempt it when you've only one high slot left to spare. The five per cent precision bonus from its Destroyers skill – in combination with other skills – will reduce the explosion radius of standard light missiles to 28m. This is sufficient enough to deal full damage to Interceptors, provided they do not fly at ridiculously fast speeds (think Snake implants). Other ships are forced to use rockets or precision light missiles for the same level of performance, and you suffer from reduced range or speed in those cases. As

mentioned earlier, using ECM is possible, but only because of the extra medium slots and CPU output. Continuously running it is another story, but fighting Frigates and other Destroyers is not likely to last that long. In addition, ECM is both effective against smaller targets and surprising because it comes from a Destroyer. The Flycatcher is probably the most versatile and user-friendly Interdictor out there – thanks in part to the simplistic nature of missiles.

Where it begins to fail is in the agility, speed and stealth departments, by being the slowest Interdictor, at roughly 3km/s, and having a signature radius of 550m (after Tech II MWD). The harshness of this drawback is open for debate, as some will value these attributes above all others. Personally I believe it's sufficient enough to outrun or hunt down most Assault Frigates and Cruisers which have two or even three times less speed, provided you are moving in a straight path. Making turns or orbital attempts are the real dangers, as the horrible agility kicks in and you get nailed by stasis webs.

SABRE

If you can take the concept of a Flycatcher and imagine the complete reversal, you get the Sabre. The only thing they share in common is being the only two Interdictors without split weapon systems; consequently, they're the only two Interdictors worth getting excited over.

Take a look at autocannons. Using 200mm guns with the standard Tech II MWD and Tech II small armour repairer still leaves you with close to a third of your powergrid untapped. By that logic, there is really no point in going with 150mm autocannons on the Sabre as their only benefit is reduced fittings (the case on most Minmatar Frigates, too). Using Barrage S advanced autocannon ammo when possible is highly recommended, because your falloff is already massively augmented by the ship bonus. Adding another 50 per cent means you gain about 3km for hits in excess of 10km, with no sacrifice to damage output. My weapon of

choice is the 250mm II, for several reasons.

First and foremost, the latest patch increased their damage output by 10 per cent, making the gap between 250mm Artillery and 280mm Howitzers much, much smaller. The second reason is that you would need to equip both your available low slots with Micro Auxiliary Power Cores in order to allow for the extra grid requirement, when in fact relays, nanofibers or Gyrostabilizers would actually be a far better choice overall.

The third reason is the tracking difference of 280mm, which will miss even with a 37.5 per cent ship bonus to tracking in situations where the 250mm would not. The fourth and final reason is that the 280mm Howitzer only gains in range through optimal, and not falloff.

Falloff ranges are also identical between the two guns, and account for the most significant part of your range after the ship bonus has been applied. This is almost like

having a damage bonus, as you can reach 20-25km with EMP or Quake (for example, Dual Light Beams using Radio S is roughly 20km). That said, 250mm weapons also fit like a glove and its hard to dismiss that as mere coincidence.

Ultimately, I should mention the main reason for the popularity of this ship is not its fittings, but speed and stealth. And while the Sabre is superior in both when compared to the three other Interdictors, it will not be winning any street races with them. In reality, this advantage is only significant in smaller scale fights where you can maintain high enough transverse to all enemies. Battleships can obliterate you instantly the second you turn a bad angle, because the signature radius explodes to such a level. And when you're likely to get called primary by the support fleet, the outcome is never any different just because you're the faster Interdictor. You have been warned. ↪

HIGH SLOTS
7 x 250mm Light Artillery Cannon II
1 x Interdiction Sphere Launcher I

MED SLOTS
1 x Faint Warp Prohibitor I
2 x X5 Prototype I Engine Enervator
1 x 1MN MicroWarpdrive II

LOW SLOTS
1 x Local Power Plant Manager: Capacity Power Relay I
1 x Micro Auxiliary Power Core I

AMARR

HERETIC

The Heretic is another Khanid Shipyards product, to the elated cries of many. It has the unique position of being the first Amarr ship with five missile launcher hardpoints, and thus the first Amarr ship which isn't utterly predictable in its damage types. But like most Khanid vessels, the damage is poor by comparison to other Interdictors and its focus is unspecified. Two of the three weapon bonuses it receives (energy turret cap use, and energy turret tracking) are spent or wasted on only half of its high slots because the Heretic only has four turret hardpoints to begin with. This fact, in combination with the already high tracking of small lasers and negligible activation cost, means you're not getting as much as you would on the Sabre, for instance.

The third bonus to EM missile damage is better, but only in the sense that you feel its providing you with an advantage, and that it works on five high slots rather than four. There will also be those who choose to ignore turrets entirely and stick with missiles, just because they require less attention during combat. This dual nature also causes some troubles in fitting the ship, even though it has the greatest powergrid of all Interdictors. These fitting troubles can be categorized into two parts. The first thing you will notice is that energy turrets take up a lot of the powergrid, but relatively little CPU, while launchers are the opposite. Using a rack of standard missile launchers will make it hard to fit anything but the weakest of guns, despite having plenty of powergrid to spare. Fitting

larger turrets like Medium Pulses and Medium Beams (ahem) leaves you with grid problems for standard missile launchers. Leading to the second problem, which is matching range. Rockets won't hit as far as some turrets, and some turrets won't hit as far as light missiles. The only true middle ground seems to with a four Dual Light Beam and three Standard Missile Launcher setup. Both CPU and powergrid are used up at the same rate. Both weapons have a decent ability to track. Both weapons will hit within web range and above it. I believe that your main advantage is unpredictability from simply having such a wide assortment of setups and tactics. It has the potential to do many things, but none of them well enough to lose its title as Jack of all 'Dictors.

HIGH SLOTS
4 x Dual Light Beam Laser II
3 x 'Arbalest' Standard Missile Launchers
1 x Interdiction Sphere Launcher I

MED SLOTS
2 x X5 Prototype I Engine Enervator
1 x 1MN MicroWarpdrive II

LOW SLOTS
2 x Local Power Plant Manager: Capacity Power Relay I
1 x Small Armour Repairer II

ERIS

HIGH SLOTS
5 x 125mm Railgun II
2 x 'Arbalest' Standard Missile Launcher
1 x Interdiction Sphere Launcher I

MED SLOTS
1 x 1MN MicroWarpdrive II
1 x X5 Prototype I Engine Enervator

LOW SLOTS
1 x Local Power Plant Manager: Capacity Power Relay I
1 x Co-Processor II
1 x Small Armour Repairer II
1 x Internal Force Field Array I

Saving the best for last, we come to the abomination of design that is the Eris. Like all Roden Shipyard vessels which favour split weapon systems, the Eris tries to incorporate the advantages of Caldari missiles while being sufficiently Gallente in nature to add extra versatility. What? Somebody should have told their engineers that fitting missile launchers and hybrid turrets (the two most CPU-intensive weapons) on a ship with traditionally weaker electronics than their competitors does not work. At first it may not seem as if this such a large issue, but the obligatory Interdiction Sphere Launcher always occupies 100tf – leaving it with a scant 142.5tf for the entire ship, less than the base output of its equally shameful cousin, the Ares. CPU problems are definitely central to the Eris, but not the entirety. Its next inadequacy has to do with slot layout and having only two mediums. These are critical for webbing targets before they run back into jump range. This is one of the greatest drawbacks you could possibly give a support ship, slightly alleviated only by the notion that you can get away without having a warp disruptor this time. Instead it gains an extra low slot over its Tech I counterpart, which I'm relatively certain was designed with more room for co-processors in mind. Why all the hate? Isn't the Heretic an almost identical ship? The truth is small hybrid turrets (and even projectiles) with falloff bonus are more versatile than lasers with no such range bonus. Small lasers have an extremely short falloff, requiring you to swap crystals frequently, and the Coercer has eight of them. The damage type of lasers, when applied to Frigate warfare, is a serious drawback as well, because they tend to use plates over extenders. To switch to a five-missile hardpoint ship is definitely a step up for the Amarr. Conversely, exchanging turrets for missiles on the Eris yields no such benefits. The aforementioned CPU problems and presence of only four hardpoints also prevent you from exploiting missiles properly, should you ignore their uselessness. And although all Elite Destroyers lose their Tech I ROF penalties, the Eris even manages to fail at out-damaging the Catalyst. As simple maths will prove, eight guns with 25 per cent less ROF is the same as six. Six is more than five, which only leaves me to conclude this ship's greatest power is the ability to tease you. Like some kind of undead creature, the Eris will haunt you and drive you to cannibalize strange setups in a vain attempt to live again.

INTERDICTORS AT A GLANCE

Ship	MODULE / EQUIPMENT BAYS				BASE POWER VALUES				DAMAGE RESISTANCE SHIELD / ARMOUR					SKILL BONUS		TARGETING			
	HIGH SLOTS (TURRET/MISSILE)	MED SLOTS	LOW SLOTS	DRONE BAY (m³)	BASE SPEED	POWER GRID	CPU	CAPACITOR	BASE SHIELD/ARMOUR	EM resist %	EXPLOSIVE resist %	KINETIC resist %	THERMAL resist %	DESTROYER (RACE SPECIFIC) per level	INTERDICTOR SHIPS per level	BASE TARGETING RANGE	SCAN RES	SENSOR STRENGTH	SIG RADIUS
FLYCATCHER	8 (3/6)	5	1	0	445ms	54	244	400	563 / 450	0 / 60	60 / 10	40 / 25	30 / 55	Rocket/Light Missile Velocity (+10%) Light Missile Precision (+5%)	Rocket/Light Missile Kinetic Damage (+5%) Interdiction Sphere Launcher ROF (+10%)	60km	475mm	Grav. 12	90m
SABRE	8 (7/2)	4	2	0	455ms	58	228	350	525 / 488	10 / 80	60 / 10	40 / 25	20 / 35	Small Projectile Damage (+5%) Small Projectile Tracking (+10%)	Small Projectile Falloff (+10%) Interdiction Sphere Launcher ROF (+10%)	45km	550mm	Ladar 9	75m
HERETIC	8 (4/5)	3	3	0	420ms	66	211	450	450 / 563	0 / 60	70 / 30	40 / 25	20 / 35	Small Energy Turret Cap Use (-10%) Small Energy Tracking Speed (+10%)	Missile EM Damage (+5%) Interdiction Sphere Launcher ROF (+10%)	50km	525mm	Radar 10	83m
ERIS	8 (5/4)	2	4	5	435ms	62	194	375	488 / 525	0 / 60	60 / 10	50 / 45	20 / 35	Small Hybrid Turret Falloff (+10%) Small Hybrid Tracking Speed (+10%)	Rocket/L. Missile Thermal Damage (+5%) Interdiction Sphere Launcher ROF (+10%)	55km	500mm	Mag. 11	86m

FLYCATCHER
Hull: Cormorant
Developer: Kaalakiota
Number in service: 1036
Average price – all regions: 23,208,833
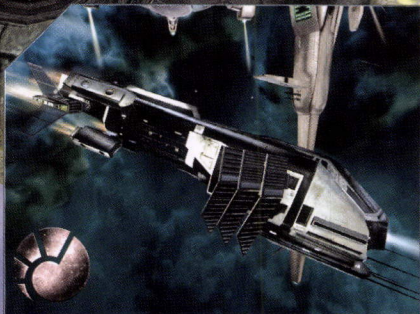
SABRE
Hull: Thrasher
Developer: Core Complexion
Number in service: 563
Average price – all regions: 31,212,593

CONCLUSION

While you can rank the Interdictors from best to worst as combat ships, it wouldn't be entirely fair. First and foremost they are utility ships, and the reason most people train for one is to prevent targets from warping away. It's true that in small-scale fighting, the clear dominance of focused over mixed weapons, and medium slots over low slots, may count for something. However, Interdictors have mostly changed fleet battles because of their ability to act as a force multiplier. One correctly deployed bubble can essentially replace a fleet of tacklers.

The ability of losing fleets to bail out their forces at a moment's notice has often been taken for granted. Short duration of combat and fleet lag already diminishes the quality of what is intended to be an epic orgy of explosions. Having hundreds play the equivalent of whack-a-mole in space has always been the shame of high-end PvP, and for the first time ever there is an opportunity to do something about it. The real satisfaction comes from swooping in to create panic among dozens, as the comfort of exit strategy is removed and the hopelessness of their situation creeps in. Take extra solace in the demise of your ship, for the 'correct Interdictor' is downed just as easily and if you're to become a martyr, it might as well be in something you care little for. This animosity is rooted in the sole purpose of the Interdictors existence – which is to act as a temporary fix for consentuality issues in PvP. Those who are not active participants of 0.0 warfare will see no reason to train for them, simply because their role is so specific. For those who do choose the lifestyle of risk and resistance, this breath of fresh air is welcomed, but hope for a proper solution still lingers.

HERETIC
Hull: Coercer
Developer: Khanid Innovations
Number in service: 637
Average price – all regions: 18,341,865

ERIS
Hull: Catalyst
Developer: Roden Shipyards
Number in service: 785
Average price – all regions: 21,913,804

NEXT ISSUE: ASSAULT FRIGATES

QUERIOUS

Legend

Symbol	
Jump	(blue line)
Const. Jump	(red line)
Region Jump	(magenta line)
Ice Field(s)	(blue ring)
Station	(grey)
Outpost	(red)
Complex 4/10	(dotted ring)

System labels:

O3L-95, A2-V27, A3-LOG, T8H-66, 7V-KHW, 0-WT2D, 7GCD-P, L-6BE1, G-3BOG, K7D-II, W-IX39, P4-3TJ, 8B-SAJ, V-LEKM, LNVW-K, Q2-N6W, A-5F4A, K-Z0V4, K-B8DK, L-6W1J, C-9RRR, 1M4-FK, MKD-O8, GOP-GE, SKR-SP, V-3U8T, T8T-RA, A-B04V

UVHO-F, Z-XX2J, OGY-6D, 8-SNUD, H-4R6Z, IGE-NE

9-HMO4, UQY-IK, 9FS-SI, TV8-HS, 60M-TG, 0TKF-6, 3-FKCZ, 9SBB-9, ED-L9T, LS-V29, VT-G2P, YOP-OT

P-ZMZV, UYU-VV, YW-SYT, Z-UZZN, C-7SBM, I1Y-IU, U-HYZN, DS-L03, RF-CN3, BX2-ZX, W6V-VM

9CG6-H, NDII-Q, ZAU-JW, K-L690, L3-I3K, 4-GJT1, W-IIYI, 5V-BJI, 3-JCJT, AO-N1P, YF-6L1, K-YI1L, KEJY-U, QXQ-I6, 8-GE2P

M1BZ-2, 8QT-H4, 49-U6U, N-M1A3, ZXJ-71, ES-QOW, 3D5K-R, H74-BO, F-NXLQ, NU4-2G

3BK-07, UHKL-N

Annotations:

Kaira (Khanid) Station 3 Jumps

Efa (Khanid) Station 3 Jumps

Manufacturing

Refining

Manufacturing

4-07MU (Catch)

N-M1A3

SVM-3K (Delve) Station 7 Jumps

UHKL-N (Delve) Station 1 Jump

They had finally pushed Chairman Mara Killeon too far. The friction between Killeon Hydroponics and their bitter rivals, the Arborus Agricultural Corporation, had simmered for many months. It finally boiled over with the assassination of Feck Killeon, chief financial officer of Killeon Hydroponics – and Mara's brother-in-law. Even with all the indications of growing hostility between the two corporations, she never thought they would stoop so low.

It had all started innocuously enough, as most firestorms do, with but a spark: a trifle matter of market competition. Killeon Hydroponics had embarked on a bold venture to supply the colonized fringes of the Amarr-Gallente border with often desperately needed food supplies. To the surprise of Killeon prospectors and analysts, they found another competing agricultural firm entering the theatre shortly thereafter, with their eyes set on the Killeon's prize. At first, the competition was friendly; Feck and the executives of Killeon Hydroponics even dined with Architerre Bonsant, CEO of Arborus on one occasion. The crude Architerre made several clumsy passes at her that night.

Then, the two parties began biting into each other's turf. A furious advertising war ensued, one side touting their product over the other, and trying to appeal to their core consumer groups. This marketing melee continued somewhat evenly matched, until the Arborus spin-doctors discovered that the Killeon family employed slave farms, a tradition altogether acceptable in the core of Amarr but heavily frowned upon in the border worlds. In the ensuing smear campaign, the Killeon family's sales plummeted, and their supply contracts dried up.

In truth, it was Feck Killeon that threw the first low blow, craving retribution for the Arborus press release that revealed the Killeon slave farms. Somehow, he had orchestrated the introduction of harmful chemicals into Arborus' recycled water supplies – their best seller on the parched, partly terraformed steppe-worlds of the Nadire strip. Naturally, he was the one to reveal the presence of the chemical in Architerre's water stockpiles in a showy public announcement. The balance of the market again shifted, and many colonies boycotted Arborus products. Mara was certain that the backlash against Arborus that Feck triggered was the motive behind his assassination.

Now was not the time for hindsight, she thought, trying to maintain her resolve. If that putrid Gallente was willing to shed his morals and resort to murder, she would match him pound for pound. Mara mused upon the hardness of her heart, stiffened duly by the months she had spent on the border. In the Throne Worlds, underhandedness the likes of which she was ready to embrace was no less than sin, and here she was. Hiring murderers.

The mercenary certainly didn't meet her immediate expectations. Half expecting a muscle-bound Ammatar or Kameira, wrapped in chains and belts of ammunition and festooned with war-blades, she wondered if the unassuming Caldari was up to the task. He was certainly dressed to the nines, or at least what 'nines' passed for in his culture – here, on the Killeon Hydroponics station, surrounded by dirt-caked slaves and conservatively dressed taskmasters, he stood out harshly in his finely cut designer business suit.

His eyes concealed by reflective glasses, he slid a plain yellow dossier toward Mara, who inspected it with widening eyes.

"Five billion? Is this not a little excessive?"

The Caldari frowned. "The facility is protected by heavy defensive batteries. We are taking a considerable risk by merely committing forces. Do remember, we're only here because you don't want to be."

Mara nodded, probing the gleam of the old man's glasses. Though their reputation was known far and wide, she was not yet certain if she could trust the mercenary. The Caldari were known for their wile, and their stance on slavery was diverse to say the least. There was no telling if he would hold up his end of the bargain.

"Then I take it you have no qualms regarding aiding an organization that employs slaves?" she queried.

The Caldari smiled disarmingly. "I assure you, we are quite indiscriminate in the problems we solve."

"Then it's settled," Mara stated with a sigh. Her mind was already made up; it had been so since she paid her respects to the coffin containing Feck's remains.

"Five billion upon the successful destruction of the Arborus Agricultural factory headquarters, and the death of Architerre Bonsant. I look forward to hearing of the results."

The Caldari got up, smoothed down his suit and firmly shook her hand. Mara's grip was cold with sweat. She felt as though she had sacrificed a part of her soul that she could never again recover.

+++

Like clockwork.

The siege began only two hours prior, and already it was almost over. The ill-maintained station's sentry turrets contained only a token supply of ammunition, and were quickly depleted by a pair of mercenary Frigates shortly prior to the main assault. A small defensive fleet emerged from a nearby Arborus outpost, but routed quickly at the sight of three Capital ships and a considerable support fleet laying into their facility.

Azure pillars erupted from a mercenary Dreadnought in fixed orbit above the station where its shield wall was weakest. As soon as a cavity opened in the electromagnetic shell, it was sure to be filled with rockets and bombs from the swarm of fighters surrounding the station, effectively preventing reinforcement or escape. His office in disarray from the bombardment and rattling with ever-growing frequency, Arborus CEO Architerre Bonsant shrieked terrified commands into his desktop console, trying fruitlessly to rally his meagre fleet of corporate battle cruisers to break the station blockade.

With a final, brilliant surge, the station shield collapsed, and angry blasts of light began to stab and scorch away at its superstructure. Their doom certain and their defenders unwilling to help, Arborus personnel began streaming to their escape pods, willing to take their chances in the slaughter outside rather than wait for death within the falling station.

"The client was specific. Let none escape."

A thermal torpedo detonated amidst the gaggle of escape pods, brutally wiping them from existence in a holocaust of superheated plasma. What few stragglers remained were quickly picked off by fighters and drones. In a final gesture of defiance, a tiny Atron Frigate exploded against the flank of the hostile Dreadnought, leaving little more than a dark stain upon its hull.

Moments later, its outer framework ravaged and buckled by the detonation of hundreds of citadel torpedoes, the station breathed its last and expired in a cataclysmic blast of shattered girders and blue-white oxygen fire.
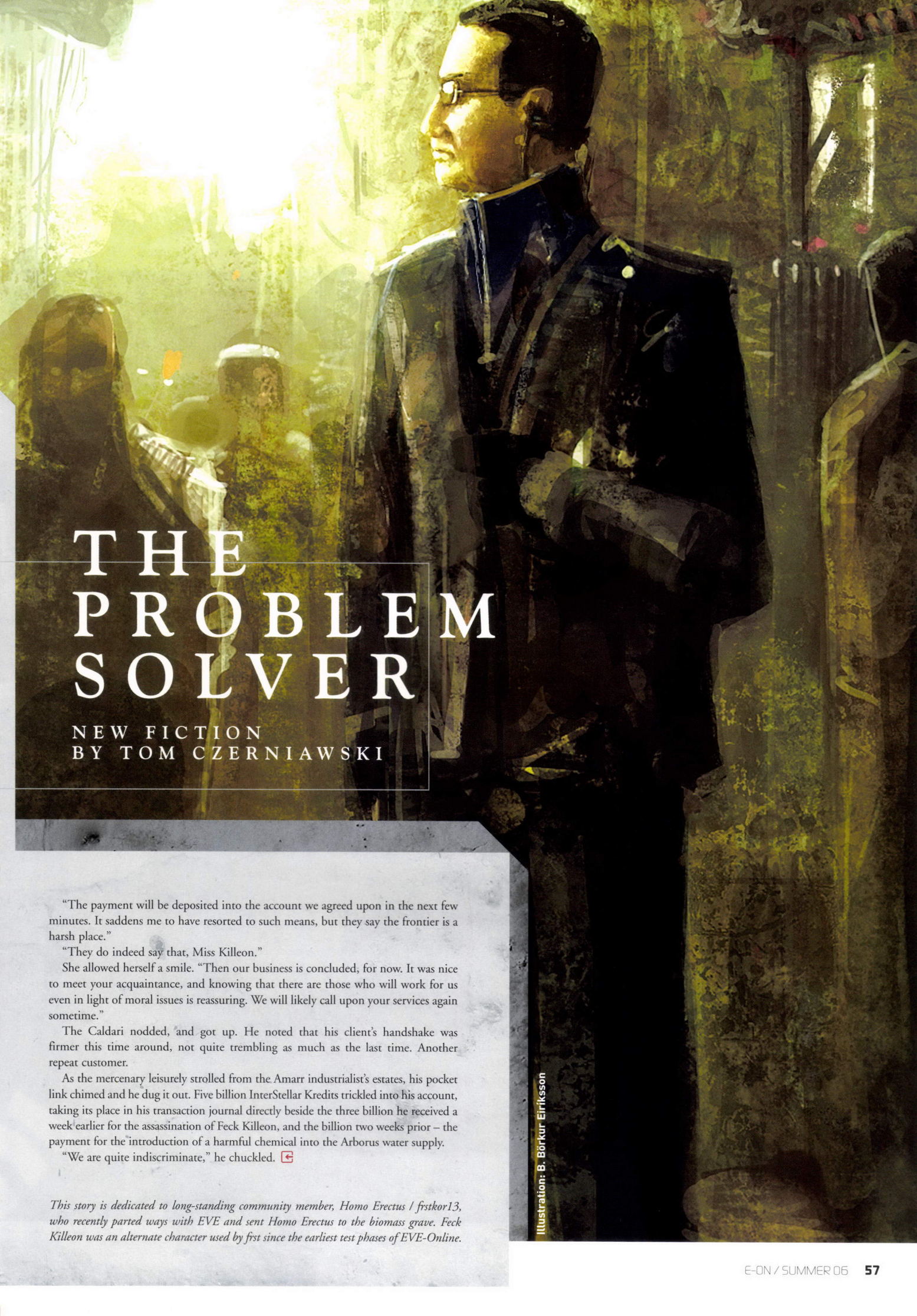
+++

Mara's eyes were ringed with a tired purple. "And you are sure that none aboard the facility survived?"

The mercenary by contrast appeared well rested and refreshed. She wondered if he had taken part in the fighting at all. "Indeed," he replied. "A number of escape pods made the attempt, but they were dispatched. We are confident that the primary objective, Bonsant, is dead. A small force of Arborus corporate defenders was identified on scanners leaving the system, but they did not engage and our projections indicate they will no longer be of any threat to you. The heart of Arborus Agricultural has been cut out, and lies before you… now, as to the matter of our payment?"

Mara glanced over the file folder presented to her by the Caldari, his face still painted with that goddamned smirk. Estimated casualties, twelve thousand… estimated losses inflicted, one point seven billion. The numbers were irrelevant. She had had her revenge.

THE PROBLEM SOLVER

NEW FICTION
BY TOM CZERNIAWSKI

"The payment will be deposited into the account we agreed upon in the next few minutes. It saddens me to have resorted to such means, but they say the frontier is a harsh place."

"They do indeed say that, Miss Killeon."

She allowed herself a smile. "Then our business is concluded, for now. It was nice to meet your acquaintance, and knowing that there are those who will work for us even in light of moral issues is reassuring. We will likely call upon your services again sometime."

The Caldari nodded, and got up. He noted that his client's handshake was firmer this time around, not quite trembling as much as the last time. Another repeat customer.

As the mercenary leisurely strolled from the Amarr industrialist's estates, his pocket link chimed and he dug it out. Five billion InterStellar Kredits trickled into his account, taking its place in his transaction journal directly beside the three billion he received a week earlier for the assassination of Feck Killeon, and the billion two weeks prior – the payment for the introduction of a harmful chemical into the Arborus water supply.

"We are quite indiscriminate," he chuckled. ↵

This story is dedicated to long-standing community member, Homo Erectus / frstkor13, who recently parted ways with EVE and sent Homo Erectus to the biomass grave. Feck Killeon was an alternate character used by frst since the earliest test phases of EVE-Online.
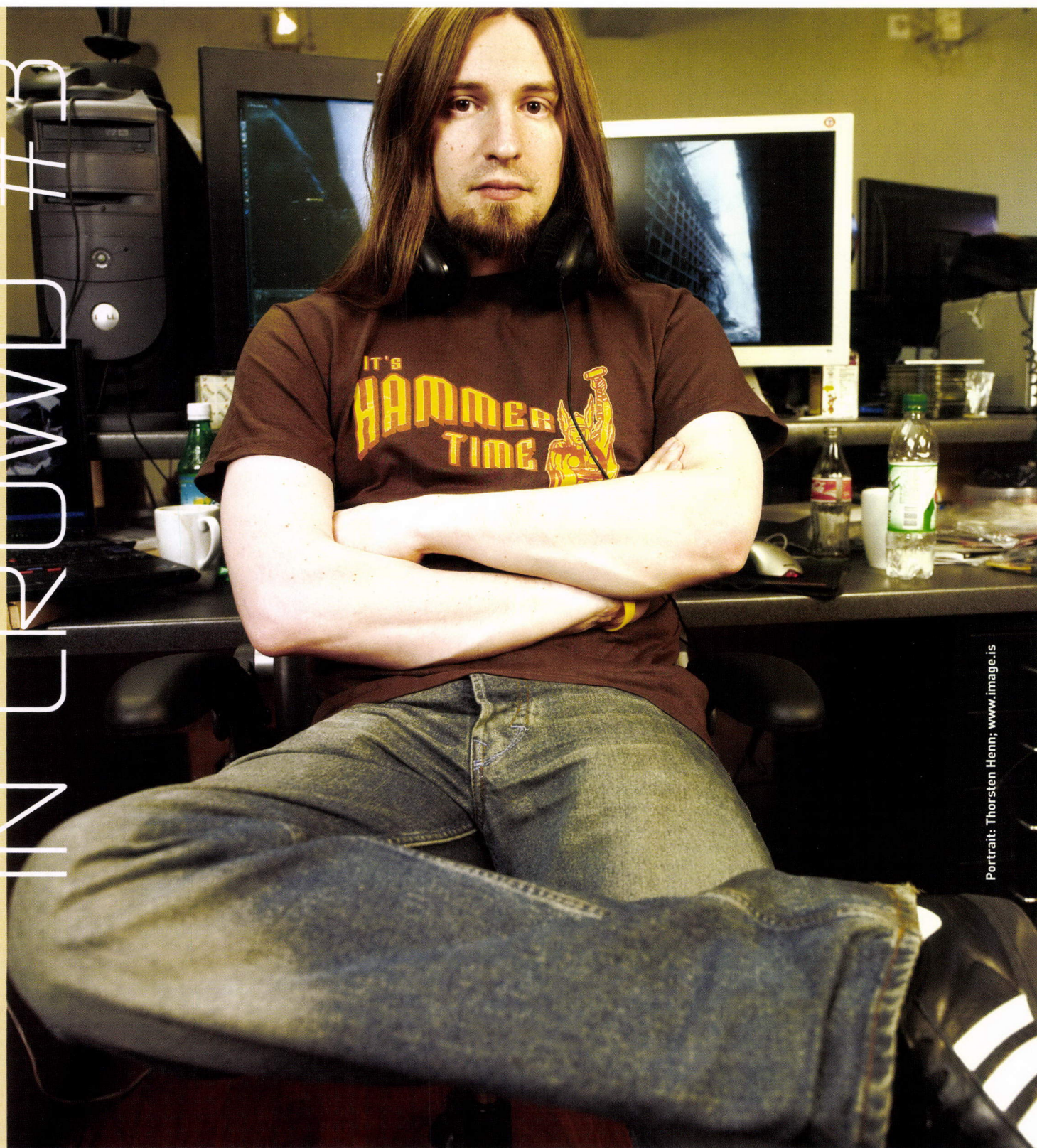
Illustration: B. Börkur Eiríksson

NOAH WARD

CCP STARTDATE: August 2004
POSITION: Game Designer
AKA: 'Hammer'

IN CROWD #3

Portrait: Thorsten Henn; www.image.is

LIVING PROOF THAT A DEDICATION TO SLACKING CAN GET YOU THE JOB OF YOUR DREAMS, WE TALK TO THE UNEMPLOYED WEB DESIGNER WHO FOUND SALVATION AND FULL-TIME EMPLOYMENT (PLUS BENEFITS) THROUGH EVE

So what happens during Hammer Time? Go through a typical day for us?
In the morning I climb out of my igloo and walk uphill through the snow to work (the snow part is true). Then I typically head to the coffee maker and have a quad cappuccino. I might have another one before lunch. Then I sit down and check my email, MSN, AIM and IRC. I might spend some time reading and commenting on new design docs that are on our internal Wiki (there is a 'recent changes' view). That usually takes me until lunch. We get an hour for that during which I usually spend 10 minutes eating and 50 minutes on TQ. After lunch I try to get down to business to do something productive so Oveur doesn't fire me. This could mean going over my defect list and fixing bugs, writing up design documents for features I'm responsible for, doing UI mock-ups for my features, authoring content like new ships and modules or play testing my designs that have passed the programming stage. I'll continue that the rest of the day while fighting any fires that may come up in email or whatever. This happens pretty often. When something comes up like that, I'm distracted by it for the rest of the day.

What does EVE mean to you?
Wow, that's a rather deep question. EVE is very important to me and I'm very passionate about it. EVE represents a certain ideal to me that I feel other games companies are afraid to pursue. Ultimately, it offers (or should offer) the players the freedom to use cunning and ingenuity to get ahead rather than their reflexes or willingness to grind the same NPCs ad infinitum. EVE is an alternate reality where I can escape and become the CEO of a mega corporation or a drug smuggler on the fringes of known space.

How did you rise to become a game designer?
A little history is perhaps needed here. I've always been a gamer – both digital and analog. I was GMing D&D and Shadowrun campaigns from as young as nine years old. I used to sit on my bed with six different manuals open to different pages with tables of stats for armor classes, hit points and to-hit modifiers, tweaking my level designs. I used to love graph paper. As I got older my love of gaming and my vivid imagination for alternate realities never faded.

When the dotcom bubble burst and I lost my job as a web designer, I ended up with a lot of free time on my hands. That's when I went looking for an extremely deep game that I could lose myself in and really get addicted to. What I ended up finding was EVE. Prior to EVE I was playing Neocron, but it just didn't offer the depth and breadth that EVE did. The thing that really hooked me was that Caldari Pirate trailer that was produced by Simon and Schuster.

Once I had my pirated copy of the EVE beta installed...

Hang on... 'pirated'!?!??
Well, I was never officially in beta. My friend was, he hated it. He said: "Dude, it's a mining sim!" So I took his place and started getting deep into the community. I hung out on the testing channel on IRC #EVE-CHAOS and played as much on the test server as on the live server. Eventually I was invited into the bug hunters division of the volunteer team. I treated that as if it was a job. Heck, I treated that position better than if I was at some lame job. Eventually I was promoted to a Bug Hunter Lead. During beta, TomB was pretty active in the channel and always had things he needed testing. Everything was broken right up until retail launch. I took every task assigned to me very seriously and would thoroughly test things and write long documents about how to improve things. Eventually it came to the point where Oveur and TomB invited me to Iceland and do this full time and maybe even get paid for it.

So what are you designing at the moment?
Right now my responsibilities include 'World Manager' of China, Factional Warfare, Market Organization, Science & Industry (Manufacturing and Research, which includes blueprints) and the distribution of goods. Factional Warfare is really the only thing I'm designing at the moment but it's in stasis due to the fact it's queued for programming and isn't coming until part two of Path To Kali. As soon as I finish this interview, I'll be authoring some assembly lines that can do invention, which is part of the new S&I stuff that's going into Kali part one.

Why is Factional Warfare being delayed?
It's been tough. There have been so many revisions to the design. The initial brainstorming sessions were awesome and we came up with so many cool ideas, but the scope ended up being way too broad and our team is just too small to do everything we wanted to do. I've since narrowed the design down a lot. We're using almost all game mechanics that already exist as opposed to writing all sorts of new features. This is good, though, because players who cut their teeth on FW will be able to take that knowledge with them straight into player alliance warfare. FW is going to use the war system we have in-game today and combat will revolve around Starbases and System Sovereignty.

Does game design involve sitting around staring blankly into space?
Do you have some sort of spy camera? Game design is a crazy job, actually. For me it involves a lot of Excel, Wikipedia, Google, Thesaurus.com, blood, sweat and tears. If you saw Will Wright's keynote speech from this year's GDC you have a good description of what it's like to be a game designer. If not, this article at Gamasutra is a good one to read to find out about it: www.gamasutra.com/features/20060324/sanchez_01.shtml. You borrow things from all facets of life and draw from all your previous experience. And stare blankly into space a lot.

If you could have anyone else's job at CCP, whose would it be, and why?
I'd never want to steal anyone else's job from them, but if I had to switch I suppose the title of 'Resident Rock Star' would be nice. Currently Reynir Hardarson holds that title along with his more official title of Creative Director. Aside from being the guy who started this whole crazy trip, he gets to sleep in, come in to work late, look over someone's shoulder and tell them to "make it darker" then bum a cigarette. Then there's that whole part about the hordes of beautiful women fawning over him...

Whose job wouldn't you want, even if it paid millions?
The President of the United States. Or did you mean at CCP? I can't think of a single job here I wouldn't want. The culture here is awesome. All the people are great and it's a pleasure to work here. I can think of some jobs the players wouldn't want me to have, like programmer or DB admin. I bet other CCPers wouldn't want me in charge of the books or payroll.

How was E3 for you? Saying the same thing over and over again for three days must've been a lot of fun?
The first two days were pretty cool. I was pumped up and ready to do my evangelical duties to preach the gospel to the unwashed masses. By the last day I couldn't remember what the hell I was talking about or if I had already showed randomShowGoer_00235 the map or the market. Luckily, at that point I was given some time to wander off and roam the show floor like a zombie and gawk at new games and booth babes. Having an open bar in the upstairs of our booth was nice and fitted the CCP culture. It was great to be able to sit back at the end of a show day and try to pound down as much booze as we could before the rent-a-bartender closed up shop.

TEXT: VERONE
Not content with ruining the barrel aboard
the bad apple known as Sniggerdly, Verone
went on to found Veto, another thoroughly
despicable bunch of ne'er-do-wells

THE INSIDER'S GUIDE TO
PIRACY

THE DARKER SIDE OF LIFE IN NEW EDEN REVOLVES AROUND PIRACY. THIS GUIDE SHOULD ACQUAINT YOU WITH THE WORLD OF CRIMINAL DEALINGS IN EVE, GIVE YOU AN INSIGHT INTO HOW THE 'OTHER' SIDE OF THE COMMUNITY LIVES, AND SHOW YOU HOW TO SURVIVE EFFECTIVELY ON THE SPOILS OF YOUR SUCCESS. WHO SAYS CRIME DOESN'T PAY?

Overshadowed only by large-scale corporate theft and scamming, piracy has proved to be the most controversial career that an EVE player can stumble into. It exists in many forms, from the lone Interceptor pilot attacking and killing (or ransoming) alliance cargo transporters in 0.0 space, to massive lockdowns of stargates – and sometimes whole solar systems – by the most powerful criminals.

In the last 18 months I have experienced everything that piracy has to offer, from the smaller, fast-moving operations, to the lockdowns of whole solar systems, producing the awe-inspiring spectacle of an ocean of frozen corpses. What you as the reader needs to understand is that every person who chooses a career as a pirate in EVE finds their own niche, if they survive.

This guide is written from my own belt-pirating experiences during my time with the Sniggerdly corporation, and more recently after forming Veto. You may find that you can improve upon what is written to suit your play-style or your skill level. It is intended not as a rulebook, but more a set of guidelines that will hopefully help you get the most out of what is, in my opinion, the most rewarding career path on offer in the game.

The first thing to discuss is your own personal security status. This is displayed at

the touch of a button, on the front page of your biography, to anyone who requests it and is, to most people who will see it, the primary way of deciding if you are operating within or outside of the law and whether or not you can be trusted. A negative rating usually invokes suspicion and wariness to those who see it and can be the warning on their overview that allows your intended target to flee before being snared in the grasp of a warp scrambler.

SMALL CRIMES, BIG AMBITION

You lose security status for any form of aggression towards another player that has a security rating above -5.0. Mathematics never was my strong point, but it's plain to see that without regular trips to a safe haven with a lot of pirate faction ships floating around to shoot at, you will find that it drops rapidly to the point where it impedes your travel through higher security solar systems and can eventually lead to you being locked out of systems that have a security level higher than 0.4. The basic system for status loss is:
 -0.5% standing loss will occur on initial aggression of your target.
 -2.0% standing loss will occur on the destruction of your target's ship.
 -12.5% standing loss will occur on the destruction of your target's capsule.

The percentages for loss are shown here but this percentage is applied to the difference between your current security status and -10. For example, if you have a security status of 1.0 and aggress a target, you will take a penalty of 0.5%, which removes 0.045 points of security status.

A sharp drop in your security status can leave you locked out from high-security space, unable to access any assets that you have stored in your hangars in those locations (see *Security Lockout* overleaf).

As well as you not being permitted to travel through systems with this security rating or higher, the local navy patrols will ensure this by means of a healthy dose of good old ECM and firepower to cut your ship from under you. They will, however, be merciful and allow you to leave, embarrassed and in shame, in the safe comfort of your little brown blinking egg.

OUT ON THE EDGE

It is also worthwhile noting that once you have been naughty enough to warrant a security status of below -4.99, you will be considered an outlaw. Outlawship tends to be feared, as most see it to be one of the most restrictive ways to play. So let's point out the advantages and disadvantages of becoming an outlaw, and what the lifestyle involves. ⊖
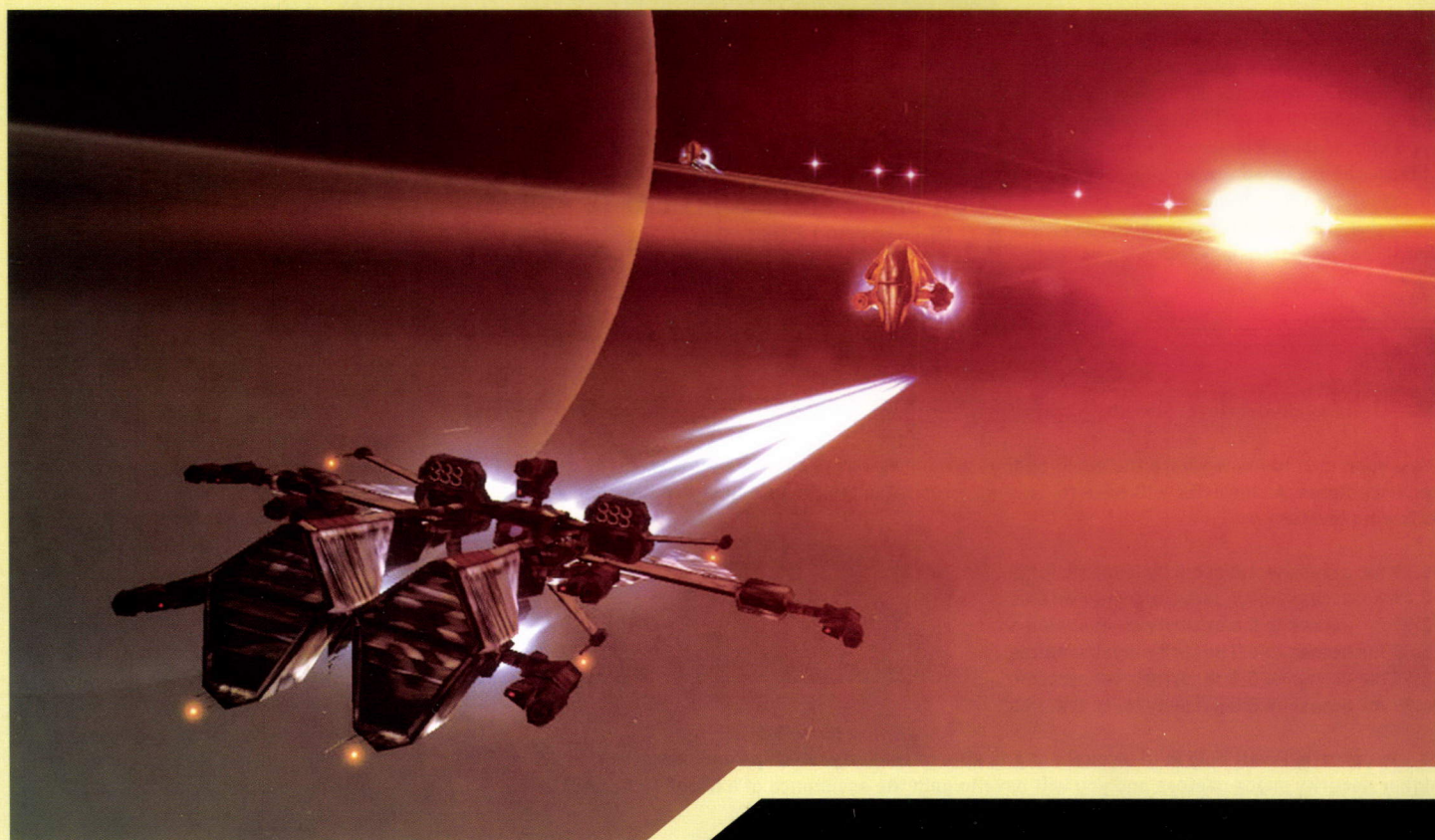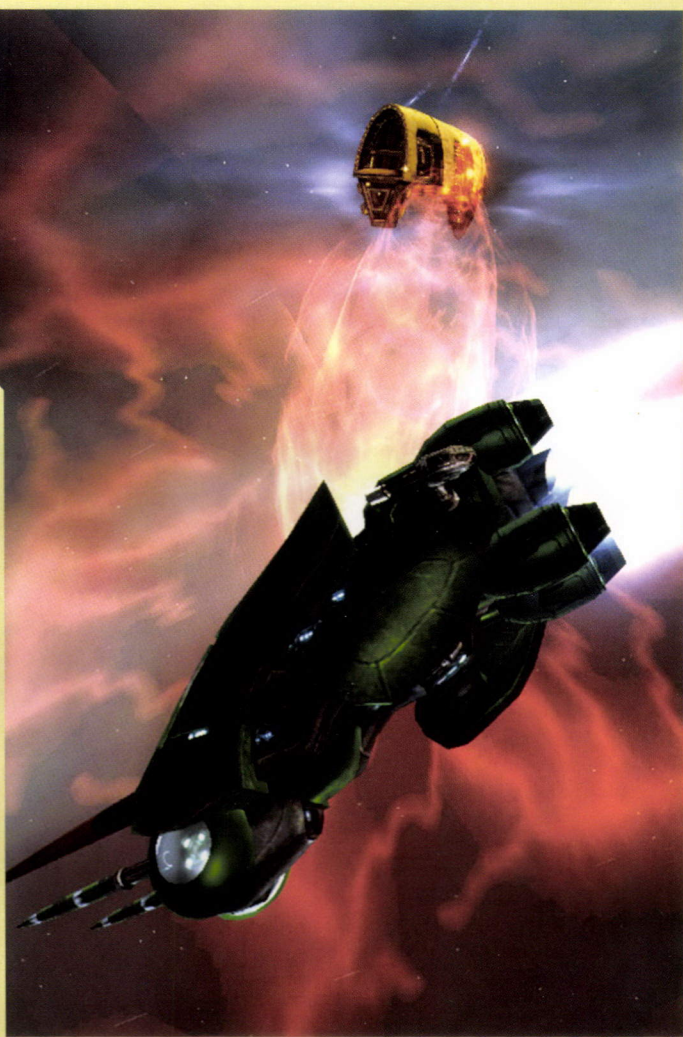
It's better to maintain a steady supply of necessary ships and equipment, rather than plough all your ISK into a single, tricked-out fighter. You will die, and often. Accept it and work around that fact

Above: navigation becomes somewhat trickier when embarking upon a life of crime. Lowsec systems are your friend

Left: always keep a careful eye on your 'flagged' status. The last thing you want is to warp too near a sentry turret while marked as a criminal

Advantages: many people have contacted me in the past, asking about what it's like to become an outlaw in EVE. The majority of the people who ask this fail to see the advantages of being an outlaw, but those who know love the fun that flashing bright red on an opponent's overview brings them.
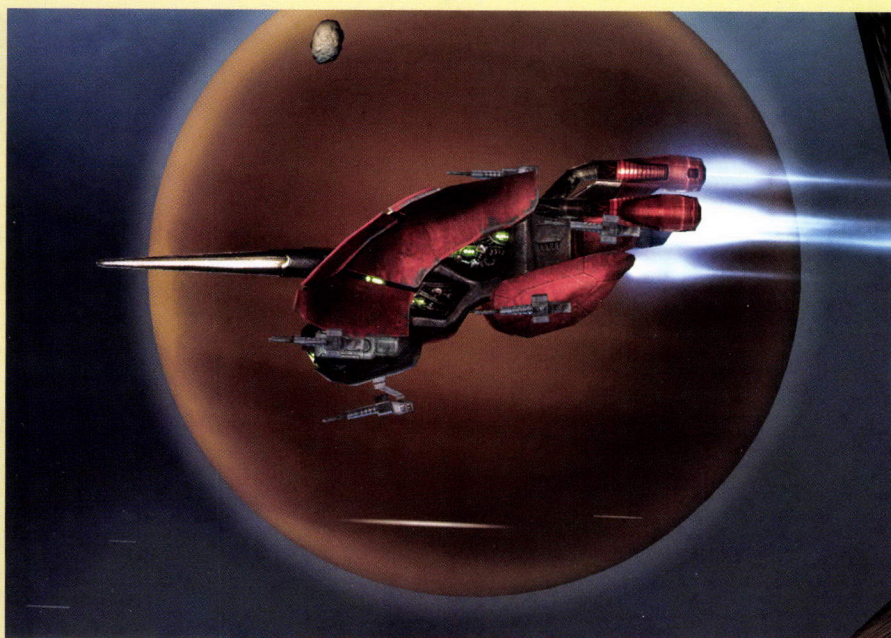
It does take a certain type of player to become an outlaw. Both running my own corporation and working as the PR Director for a second has meant that, time and time again, I've personally seen hundreds of people who have come in guns blazing and given up after a week of initial heavy losses because of what I like to call the 'Gung-Ho' attitude. Succeeding as an outlaw requires the same character traits as being a successful combat pilot – good awareness, the ability to make snap decisions and being able to gauge your opponent and the risk he presents to you.

Personally, I've found that accepting you're already dead before each engagement begins means that making it out alive is a bonus and does indeed make you happy with how you

TIP #1: IT'S A GOOD IDEA TO MOVE ALL YOUR SHIPS AND EQUIPMENT TO A QUIET 0.4 SECURITY LEVEL SYSTEM BEFORE YOU START TO PIRATE, TO AVOID BEING UNABLE TO ACCESS THEM IN THE FUTURE

SECURITY LOCKOUT

It's a good idea to know where the cut-off points are for access to solar systems with any given security status. A character will have to possess a security status equal to or greater than the following levels:

-1.99 for access to 1.0 security level systems
-2.49 for access to 0.9 security level systems
-2.99 for access to 0.8 security level systems
-3.49 for access to 0.7 security level systems
-3.99 for access to 0.6 security level systems
-4.99 for access to 0.5 security level systems

2006.05.05 23:08	-2.0%	Property Damage	
2006.05.01 13:37	-12.5%	Combat - Pod Kill	
2006.05.01 13:37	-2.0%	Combat - Ship Kill	
2006.05.01 13:37	-0.5%	Combat - Aggression	
2006.04.30 19:48	-12.5%	Combat - Pod Kill	
2006.04.30 19:47	-0.5%	Combat - Aggression	

As you can see, it will only take a couple of pod kills to render your ships and equipment in 0.7 or higher security space useless and you will have to gain the assistance of a friend to move it to a lower security rated system for pick up.

performed. Cynical, yes, but very effective.

The paramount advantage is the increase in the amount of unexpected combat that is actually forced on you. Forced is probably the wrong word, to be honest. More recently, I've resorted to flying without 'instas' when travelling because I've begun to see the 15km slow-boating trip to my next gate as an opportunity for someone to attack my ship and, in effect, bring the fight to me instead. And yes, it happens, a lot.

Outlawship opens up a whole new life in EVE because, in effect, being an 'outlaw' means exactly that. Everything you've learned to obey gets thrown out of the window. There are no rules or boundaries, only a short set of unwritten laws that a real pirate lives by.

You will also find, in general, that the lower your security status falls (a perfect -10 being the ultimate golden target for some people), the more people will actually listen to what you have to say when their ship is in flames and you're breathing down their neck demanding a ransom price. After all, your security status is that low for a reason, right?

Disadvantages: in one sense, becoming an outlaw locks out a large percentage of the

game environment for you to explore and means that you will have to travel much longer distances to circumnavigate high security areas to get from one place to another.

This is one of the prime factors that people take into account when deciding whether or not becoming an outlaw is for them. If you enjoy high-security space and running in hub systems, then a life of crime will be something that is difficult to explore.

Another factor to take into consideration is your personal logistics, which can become a nightmare if you don't have a friend to assist with a little bit of 'legitimate' shopping in secure systems. Many new outlaws, or even those who have just lost enough security status to be locked out of the major trade hubs, find it difficult to survive simply because they are unable to acquire a new ship and fitting.

This can be remedied easily by making a few friends and gaining a little assistance in getting exactly what you require. Sometimes, as in the case of Veto, a couple of smaller corporations who operate in your area can be granted a positive standing to supply you with discounted wares. Of course, this is different for everyone, given the situation that they are in and the area in which they operate.

CRIMINAL FLAGGING

This is something of a confusing subject for many new people; a lot of ships are lost to inexperience and ill-knowledge of how the flagging system works. Once you get your head around the initial concept, it's simple to employ with any given situation and should

soon become second nature (hopefully).

Correct utilization of the flagging system can be an anti-pirate's best friend, so it is good to have a knowledge of how it works from a pirate's side and yes, in this instance, the grass is indeed greener on the other side.

The first thing to understand is an essential piece of terminology that I always use to minimise confusion. When referring to 'low-security space', this means a solar system with a rating below 0.5 and above 0.0, which is often abbreviated when speaking as 'lowsec'. Don't worry about criminal flagging in any system with a security rating above 0.4, because there will be no combat and you're likely to be floating in a cloud of rolled tungsten plating and debris before you can say 'Suckered!' – all thanks to Concord's presence.

The flagging system in lowsec is very volatile. Use it to your advantage and it can save your life. Let others take advantage and you'll wake up in a vat of lukewarm green goo before you know what hit you.

For non-outlaws, when you start to pirate you'll find that the sentry guns around all protected structures in lowsec are on your side if you are aggressed and, similarly, will beat you to a flaming, semi-molten pulp if you decide to attack someone inside their range. Whenever you attack someone in a lowsec system you will become criminally flagged, as long as your target has a security status of -4.99 or higher.

This type of flag lasts 15 minutes and is classed as a 'Global Criminal Flag' which will be displayed in red at the top left of your ⏎

EXPECT THE UNEXPECTED

Every so often things will go pear shaped – a little more often if you're careless or unlucky. It's very wise to keep a cool head and think about your options before diving in. Assess the situation and see how bad it is before committing yourself to running in, guns blazing as you froth at the mouth and scream 'YARRR!'. Here are several common problems you might run into and how to avoid, escape or beat them. It is my fond hope that this will save your skin at some point, so READ IT!

- **Log Outs** – Yes, it happens. If it does on your watch, kill him. It should never be tolerated. Of course, if he logs back in before you manage to roast him, then you can use this to your advantage when requesting a ransom price. Simply add as much as you feel to the price, within reason of course, and see if he will pay it.
- **Warp Core Stabilisers** – The bane of any pirate's life. The simple solution to this is to fit more points of scramble. An extra scrambler should do the trick and should provide you with ample holding power. Of course, I need not mention that it's a very bad idea to follow your intended victim to a station or a stargate once you're criminally flagged, do I? Thought not.
- **Overview Lightup** – You're sat happily ransoming someone and lots of red flashing squares appear on your overview. Ah, problem. It's time to leave, his friends have arrived. Think about this logically, if you feel confident fighting them then go right ahead, but use common sense and don't engage three Heavy Assault Cruisers in a standard Cruiser or you'll go home in an egg or reawaken in a cloning vat with a really bad headache and much less equipment.

Right: the great thing about being a pirate is that you get to see lots of explosions, and not always your own

Below: two Navy Megathrons waiting patiently for prey to pass through. Their 'tackler' is naturally waiting nearby

DEALING WITH CHEAPSKATES

Sadly, it occasionally turns out that your 'customer' will not have enough ISK to pay the ransom price you demand. There are several easy solution to this:

- Request that he ejects – you will take his ship as payment for his capsule's safe release. (This may sound dumb, but I've personally netted a Megathron, Scorpion and T2-fitted Moa with this particular method.)
- Kill him – YARRR!!11BBQ11!1! Yep, you got it, destroy his ship and snare his pod if you can catch it in time. Maybe he'll pay up when you put the muzzle of a particle blaster against his face.
- Ransack his cargo – ask him to jettison everything in his hold and you can inspect it at your leisure for anything you might want to take as payment for his safe passage. Again, this sounds time consuming, but it's great fun and works pretty well from time to time.

⊖ HUD, along with a timer that shows the flag-time remaining. Handy eh?

During this period, any aggression towards you is ignored and no penalties are awarded to those who shoot you. Similarly, the station and gate protection sentry guns will also rain down heavy fire on you should you stray into their range. It's not advisable to do so, believe me. I've lost count of how many times I've laughed myself silly as a gang mate has thrown himself into warp towards a gate realising half way to his destination just how daft he really is. And yes, if you're wondering, it's happened to me in the past. A lot.

Once your 15-minute 'global flag' has elapsed you are safe from being beaten to a pulp. Or are you? Pay particular attention to your yellow flagging notification at the top of the screen before warping back to a stargate or station. Criminal flagging can also occur against factions and the corporation owners of stations. There's nothing more embarrassing

for a pirate than to receive a notification from CONCORD that your ship was destroyed by Astral Mining Incorporated.

For instance, if you shoot a pilot or asset which belongs to 'The Scope' and your global criminal flag wears off but you are still criminally flagged to the corp, then you'll find that if you warp to a station owned by 'The Scope', you'll be attacked by the sentries which protect the space around it.

OUTLAW FLAGGING

If you are the aggressor in any given scenario, then the rules of the criminal flagging system remain the same for the outlaw as for the non-outlaw. It's when you're on the defensive that it can be a problem for an outlaw, especially when flying as part of a gang.

As an outlaw, a pilot receives no assistance from gate or station sentry guns. That's *no* assistance. People who aggress you in range of sentry guns will not become criminally flagged! However you will also not become criminally flagged for defending yourself if you are shot at first. This is where it gets complicated and people begin to lose ships.

Any pilot who attempts to assist the non-outlaw pilot in this scenario can do so unhindered – be it remote repairing, or even attacking the outlaw alongside a friend.

TIP #2 : BEWARE. SOME CORPORATIONS, SUCH AS THE IMPERIAL NAVY OR REPUBLIC FLEET, OWN PEACEKEEPING SENTRY GUNS AT STARGATES. ALWAYS CHECK WHO YOU'RE FLAGGED TO AND FOR HOW LONG BEFORE YOU MAKE AN ATTEMPT AT WARPING TO ANY LARGE STRUCTURE

In contrast, a corpmate of the outlaw, regardless of his security status or even the fact that he may be in the same gang, cannot assist him. Anyone who assists an outlaw will become globally criminally flagged for 15 minutes and incur a security status penalty for 'Assisting a Criminal'.

This pretty much means that, as an outlaw, even if you have a gang of friends in tow, you are on your own if aggressed inside the range of sentries, unless of course the combined strength of the gang can effectively 'tank' the damage of the two sentry turrets shooting at them and still destroy the aggressors.

This point is one of the primary causes of ship loss to a starting pirate. With a little common sense it can be avoided and soon the complicated use of the flagging system can become second nature to any pirate who chooses to operate in lowsec space.

STARTING OUT
So, you've read and understood everything so far, you've gotten together your ship of choice, with all your fancy toys on board, and you've been practicing your 'YARRRR!' cries on everyone who passes through the solar system.

My advice to you? Put away your expensive toys – you're going to lose them thanks to your inexperience. If you have implants, accept that they've already been destroyed and are frozen to your lifeless corpse somewhere in space.

Bottom line – you *will* lose ships and you *will* get pod killed. It happens to the best of us. In New Eden, no one is safe and in any given situation there is always someone better than you, or just plain luckier.

The first thing that was drummed into my head as a new recruit in Sniggerdly was 'You are not your ship!'. This couldn't be more true. A ship loss is not the end of the world and believe me, it's going to happen a lot in the initial stages of learning to pirate. You simply need to accept the loss and move on.

There are several key points that you need to be aware of as a starting pirate:
- Any pilot can be moulded into a good pirate with the correct drive, attitude, willpower and experience.
- Skillpoints are not everything. I have personally flown with rookie pilots barely five days old, successfully surviving as pirates and ransoming players two years their senior for enough ISK to keep them in supply of Tech Level I Frigates and modules until hell freezes over.

- Experience is everything and building on this as you learn to tackle larger targets and make more money will encourage you to go further.
- Take risks if you can afford it. So you might lose a ship? Big deal. Head into an outnumbered situation and get used to it. Once you hit the magical outlaw status, there'll be a lot more of it and their guns will be a lot bigger...

EXPENDABLE INVENTORY
The most important rule when starting out is to manage your ISK flow well. If you're a multi gazillionaire then this doesn't matter, but the majority of us aren't so I will explain this. Don't run headlong into a battle aboard your best faction ship, with all the modules that you cherish and adore fitted. Sell them and keep yourself in supply of the things you're actually going to need in the future.

Never fly anything that you cannot afford ↪

Above left: trainee pirates should not risk expensive vessels while learning their craft. If you have a friend willing to take the risk for you, that's different

Above right: he Raven is in fairly common use with pirates. With surprise on its side, it can pin down prey and strike fast and hard

TIP #3: WANNABE PIRATES OFTEN TRAVEL TO WHERE OUTLAW CORPS ARE OPERATING HOPING TO JOIN UP. DON'T. MAKE CONTACT FIRST. SOME CORPS HAVE TRAINING PROGRAMMES, OTHERS ARE INVITE-ONLY

TACKLING
Tackling is far and away the most fun and diverse ways of piloting for a new pirate. This is how I started my career in piracy. Basically, tackling consists of effectively stopping your intended target from running while not dying (too much) in the process. The basic tools for tackling are a Warp Scrambler or Disruptor, depending on your ship class and the range you need, and the option of a Stasis Webifier to slow down your target and make him easier to hit. Below is a rough list of skills you should train, and the minimum levels needed, before jumping into a ship to start to pirate:

High Speed Manouvering II • Navigation IV • Afterburner IV • Electronics III • Propulsion Jamming II

As well as those skills, it's a good idea to train your chosen race's Frigate skill to at least level 4 to make good use of it's natural ship-specific bonuses. This, gaining experience, further skill training and advice from good friends will keep you on the path to success.

to replace. I recommend sticking to Tech I Frigates for a while, such as the Rifter, Punisher, Kestrel and Incursus, and then advancing to Cruisers once you have the confidence and ability to do so. Also, remember to insure everything you fly, to keep losses to a minimum and to ensure you operate a good profit margin.

Once you are confident that you can competently fly a Frigate and effectively ransom or kill people, try moving up to a Cruiser. A close-range, blaster-fitted Thorax, a well-tanked Rupture, or a Maller usually works well. I've also seen some success from rookie pirates in Moa and Blackbirds too, relying slightly more on the ECM side to survive than on brute force and staying power.

Whichever path you choose, your ship needs to be fast and it needs to have enough midslots to run at least a MicroWarpdrive (or afterburner) and a Warp Scrambler – to 'tackle' as the phrase is more widely known.

A final piece of advice I would give anyone starting out; try to think small at first and never underestimate who you're fighting. Even if it's a solo miner in a Thorax out in the middle of nowhere, and you attack him in a Frigate or weakly-tanked Cruiser, there's nothing to say he doesn't have a huge pile of

propulsion jamming ECM and some heavy drones waiting for you. Nasty.

MAKING MONEY

Next you need to decide which method of operating will earn you more revenue. Of course, you're welcome to just roam around blowing the living daylights out of everything you come across, but after a while this becomes tedious and the loot drops are pretty poor, unless you get very lucky. The easiest way that I've found to make ISK – and the reason that a lot of people appear to recognise me – is the basic principle of ransoming.

We've all lost a ship, or at least we should have, and yes, it's tedious staring at your HUD as your ship autopilots from system to system picking up modules and munitions to put a new one together. Most people are willing to pay more to preserve their ship and fittings than they are to see it go up in smoke and end up in an egg, looking at the market for new modules and ships with a disgruntled feeling in their stomach, or even worse, in a conversation with you demanding ISK for the safe release of their capsule.

Contrary to popular belief, when done in the correct manner ransoming can be a very lucrative and effective way of making a living

in EVE. I've lived on it for more than a year, so I can testify to that. As well as this, you have to consider that if you just run around blowing everyone up, a lot of people won't trust your word to let them go after a ransom and won't be so willing to pay up.

You'll also find that if you don't resort to ransoming, the returns from actually killing someone are pretty low and you won't be able to survive on that very long.

RANSOMING?

Yep, you heard me right. Ransoming is something of an art form when done effectively and has a long history in EVE, stemming back to the early days of

Piracy is as much about teamwork as any other profession. It's fun to be a lone wolf, but even better, and more profitable, to hunt in packs

The sharp-edged and hard-hitting Apoc has become a modern-day cutlass. All pirates worth their peg-legs should have one
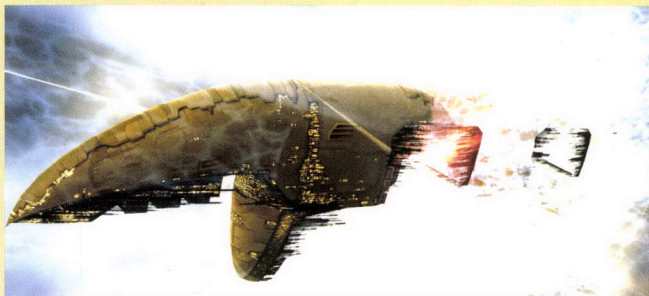
POTENTIALLY DANGEROUS SITUATIONS

I have found that most people are happy to pay the ransom to survive intact. However, some people tend to hold grudges for a long time, or are just plain stubborn, so there are certain things you should watch out for which are pretty apparent when you start to pirate. These include...

- **Your customer stalling for time** – also known as the old 'Hold on while I ask a friend for the ISK' trick. You will probably find that his friends are attempting to organise a rescue mission.
- **Numbers in Local swelling** – it's probably a good idea to tell him to hurry up, also get ready to kill him and make a quick exit if his friends suddenly turn up en-masse.
- **Incorrect payments** – you ask for 15m, he gives you 1.5m. An old trick and it can catch you out at a quick glance if you are unaware.

WOOT, I CAUGHT A POD!

Congratulations, if you manage this in your early months in EVE it's a good start and you should be happy with your performance – they can be tricky little buggers to snare. The price you can ask for a pod varies wildly and can be a complete gamble. I often begin the negotiations with something along the lines of 'How much is your capsule worth to you?' I gauge his response and go from there with a request for a price.

The factors taken into account when ransoming a pod are basically the same as a ship. Use common sense to get the best deal and let your victim bargain with you. The key here is not to believe him when he says: "OMG you filthy scoundrel! I have no implants! I am all natural!" Hike the price up and see how he reacts, if he is a member of a large corp or alliance I guarantee that, in most cases, you'll make an extra buck or two, as he'll be scared to lose his precious, not to mention costly, augmentations.

corporations such as Space Invaders and m0o corp who were, in my opinion, the Monet and Van Gogh of the ransoming scene.

It's easy enough to sit at a stargate and destroy everything that comes through, but it becomes increasingly mind-numbing for anyone who is interested in more than just being ranked #1 on a table somewhere for having the highest number of kills. Ransoming and belt piracy are some of the harshest ways to test the mettle and survivability of an aspiring pirate.

Taking this principle and building on it ensures that you will remain successful at all times and reap the rewards of being what some people like to call an 'honest' pirate. The only point I will stress, and practically reach out of these pages and force into your ears, is to never, under any circumstances, let your actions contradict your words. If you agree to a ransom price, then you agree to a ransom price. Your 'customer' should always be set free and in the event of his ship being accidentally destroyed, he should be given a full refund. You heard me.

Failure to acknowledge this single basic principle will lead you to run out of ISK very fast and end up with a large percentage of the pirate community in EVE actively hunting you if they spot you in their area of operation.

CONTROLLING THE SITUATION

So, you've acquired your target, he's sat in an asteroid belt and you have him Warp Scrambled and possibly Webified. Excellent. You now need to take control of the situation quickly before he has the chance to slip out of his initial panic and react against you.

Open a conversation with him and continue to shoot at his ship, preferably until it catches fire at roughly 80 per cent structure loss. This will ensure that you are able to finish him off quickly if he tries any funny business.

Once the conversation is open, as you're shooting him, request that he recalls any drones he has on you (or you can kill them if you're not a nice person) and deactivates all the modules on his ship, including armour repairers, turrets, launchers and shield

hardeners. Let him know that you will hold your fire and spare his ship and capsule if he complies with all your requests.

If he fails to do this, fire another volley at him and repeat the request. Repeated refusal to comply… well, I think we all know where this is leading next.

THE PRICE IS RIGHT

To decide on a ransom for any given ship, I generally start the price off at 50 per cent of the platinum insurance price of the vessel and then, depending on character age and possible fitting, the price can decrease or increase as I see fit. The price also depends on the pilot's attitude towards me.

The trick here is to be realistic and think seriously about what you're asking for. A rookie pilot of a couple of months is not going to pay 10 million ISK to save his Moa. Try aiming for around 3-4 million. It's all about finding a happy medium.

Everyone's price is different. Factors I tend to take into consideration when deciding a ransom price are: the ship class, employment history, current employer and age of the pilot, as well as his overall attitude and general view of the current situation. The behaviour of the customer during conversation can adversely effect the direction that the price moves. So remember, if you're caught, be nice.

As I said earlier, everybody's price is different, as is every pirate's playing style, so this I leave to your discretion.

There are literally thousands of situations you can come across when pirating and this guide barely scratches the surface of the depth

Above: there is no finer sight than an exploding victim, and no better sound than his money flowing into your waiting wallet

Right: ransom or die – but first you must webify and scramble your prey

Below right: if they don't pay, open up and make them regret they ever met you. If they do pay, let them go
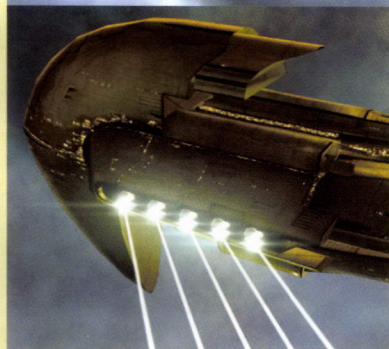
of this sinister side of EVE. You will learn a lot more through your own experience, your annoying losses and eventual triumphs.

IN SUMMARY

I'll leave you with something I tell every member of Veto. Keep your wits about you, take no crap from people who try to step on your toes and think about all the outcomes of a situation before heading in blind.

Honour your word, be polite to your customers and use good judgement and common sense and you'll succeed at what thousands have failed to do.

Good luck, and keep your clone updated. You're gonna need it.

TIP #4: BE CAREFUL WHEN SHOOTING A SHIP INTO A STRUCTURE DAMAGE. ON SMALLER VESSELS, THAT ONE LAST VOLLEY CAN SPELL THE DIFFERENCE BETWEEN A FLAMING SHIP AND A BLUE FLASH WITH A BLINKING EGG SAT IN THE MIDDLE

THE INSIDER'S GUIDE TO
ATTRIBUTES
AND SKILLS

TEXT TRIPOLI

In addition to serving as XenTech's CEO,
Tripoli has spent the last three years collecting
skills. He is now considered by many to be
the foremost expert on EVE's skill system

SKILLS AND ATTRIBUTES ARE THE HEART AND
SOUL OF GUIDING YOUR CHARACTER'S LIFE IN
EVE, BUT THEY CAN ALSO BE A CONFUSING
HEADACHE OF TIME MANAGEMENT, SUB-TREE
HIERARCHIES AND AMATEUR PSYCHIC
DEDUCTION. NO LONGER...
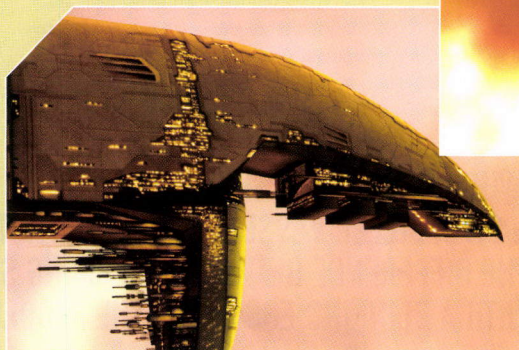
Skills affect almost everything you do in EVE. From combat and mining to construction, trading and research, everything you do relies to a greater or lesser extent on your character's skills. But rather than being a limiting factor, one of the biggest benefits of EVE's skill system is that there's no limit to what you can train. If you were born Gallente but decided you preferred flying Amarrian ships, no problem. A life-long scientist could train for combat to become a pirate. There's no limit to what you can train your character to do, and there's no penalty for using skills and ships from other races. The key is to maximize your training by minimizing the amount of time needed to learn a skill.

ATTRIBUTES

Every character is assigned 39 attribute points at birth. These points are spread between five attributes: Intelligence, Perception, Charisma, Willpower, and Memory. Attributes serve one single purpose: they determine how fast you can train skills. Every skill uses two attributes that determine how long it will take you to train that skill. There is a primary attribute and a secondary attribute. The secondary attribute has exactly one half the effect on your training time as the primary attribute.

The first step in creating your character is deciding what you want him to do. Combat pilots will find that Perception is the most important attribute, followed by Intelligence. Scientists and industrialists will benefit the most from high Intelligence and Memory. At

this point in time Charisma is generally considered to be the least important attribute, though EVE's developers tend to have a habit of balancing things over time. Take, for example, the various leadership, social, and trade skills that have been added over the past year (see *Skill Category Attributes* overleaf).

Once you have chosen which race you are going to use, you have to choose which bloodline you want. Each bloodline has a different set of starting attributes, each totaling 30 points. After choosing a bloodline, you then have to select your ancestry, which adds an additional four points between one or two specific attributes, depending on which ancestry you choose. The remaining five wild card points you can assign to any attribute you'd like, with the only limitation being that you cannot assign more than three extra points to any attribute. Personally, I think a good balance of attributes for the average character would be strong Perception and Intelligence with lower (but not too low) Willpower, Memory, and Charisma. I recommend against having attributes as low as

three or four because it can be very crippling later on if you need them.

As you continue the process of creating your character, you will be given various starting skills depending on what department, field, and specialty you select. In the long run, it does not matter what you select in this part of the creation, but sometimes you can get your hands on some decent skills to start off with.

There are a number of skills that, at present, can only be obtained during character creation. They include skills such as Biology, Mnemonics, and Genetic Engineering. These skills are all planned for future release to the general public, and none of them do anything for the time being other than take up space on your skill sheet.

STARTING OVER

Now that you have an idea which attributes are important, you may decide you'd like to start over with a new character who has attributes better suited to your needs. Recreating your character from scratch generally isn't a good idea if you've already established yourself, but it can be beneficial if your attributes and profession are drastically mismatched.

Let's say your Intaki combat-focused character is starting to look ⤷

THE LEARNING SKILLS

ATTRIBUTE	BASIC LEARNING SKILLS (+1 to attribute per level)	ADVANCED LEARNING SKILLS (+1 to attribute per level)
Intelligence	Analytical Mind	Logic
Perception	Spatial Awareness	Clarity
Charisma	Empathy	Presence
Willpower	Iron Will	Focus
Memory	Instant Recall	Eidetic Memory

questionable after about three months, and you've realized you should probably have created an Achuran. You need to know if it's worth losing three months of training just for those extra points in perception. Assume the Intaki started with five points in Perception, the Achura would start with 11, and that after three months of training you have exactly three million skill points. The improvement in your Perception would constitute a six skill-points-per-minute improvement in your gunnery, missile, and command skills. If you deleted your Intaki character and replaced it with the Achura, it would take you 347 days to make up the lost three million skill points, and that's assuming you only train Perception-primary skills during that entire time. If you are going to recreate your character, do it sooner rather than later. If later, it can pay off, but be forewarned that it may take quite a long time.

Rarely will your skills hold you back. A lack of money might, however

RANK AND LEVEL

A common misconception amongst newbies is that skills include 'Rank' as the last word in their name. The skill is not called 'Mining Rank', it's just called 'Mining'. Rank basically denotes how *difficult* a skill is to train, but in actuality Rank is simply a multiplier. In fact, if you show info on a skill, the Rank is called the Training Time Multiplier. If the rank of a skill is 2, it takes twice as many skill points to reach a level. A Rank 1 Level 1 skill requires 250 skill points, so a Rank 3 Level 1 skill requires 750 skill points. Rank does not affect how quickly you actually accumulate skill points.

Every skill can be trained from Level 0 to Level 5. (Level 0 means you have added the skill to your skill sheet, but have not finished training it to Level 1, so it is useless.) Each level of a skill takes longer to train than the previous level. The skill points needed for each level of a Rank 1 skill are: 250 for Level 1; 1415 for Level 2; 8000 for Level 3; 45,255 for Level 4; and 256,000 for Level 5. The actual formula for calculating the skill points needed to complete a level is:

$RoundUp(2^{(2.5*(Level-1))}*250*Rank)$

Note that because of rounding errors in the

client, you'll see that this formula is often one skill point off from what EVE says it should be. For instance, the client claims a Rank 1 Level 2 skill needs 1414 skill points to complete, but you'll notice after completion it says you have in fact invested 1415 skill points.

LEARNING SKILLS AND IMPLANTS

There are currently 11 skills in EVE that directly affect your attributes and hence your training speed: the namesake 'Learning' skill, plus two skills for each attribute – a standard one and an advanced one that requires its standard counterpart trained to Level 5 (see *The Learning Skills* on p69). Each of the two skills specific to an attribute adds one full point to that base attribute per level. The Learning skill itself adds two per cent to each of your attributes per level. That two per cent is calculated after adding in bonuses from the other learning skills and implants.

There are several kinds of implants in EVE. A character can have as many as 10 installed at once. Every type of implant is assigned to a specific 'slot' in your head. This prevents people from stacking multiple perception implants, for example. Slots one through five
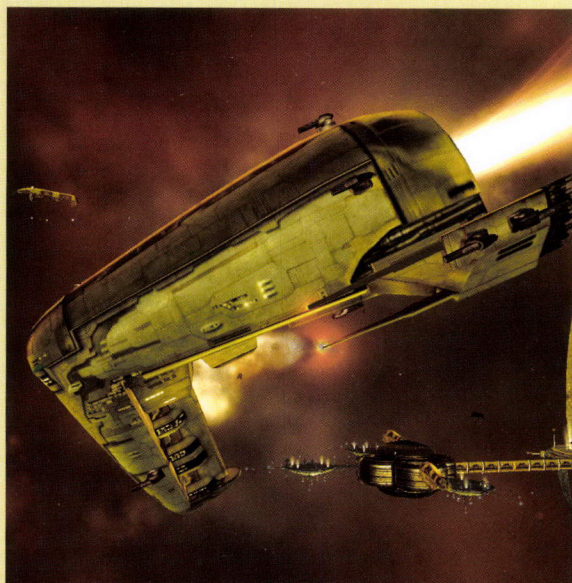
The key is to specialize; tackling and support tanking are popular 'newb' careers

SKILL CATEGORY ATTRIBUTES

While there is some variation as to which attributes are used for specific individual skills, these are the typical pairs of attributes associated with each skill category.

SKILL CATEGORY	PRIMARY ATTRIBUTE	SECONDARY ATTRIBUTE
Corporation Management	Memory	Charisma
Drones	Memory	Perception
Electronics	Intelligence	Memory
Engineering	Intelligence	Memory
Gunnery	Perception	Willpower
Industry	Memory	Intelligence
Leadership	Charisma	Willpower
Learning	Memory	Intelligence
Mechanic	Intelligence	Memory
Missile Launcher Operation	Perception	Willpower
Navigation	Intelligence	Perception
Science	Intelligence	Memory
Social	Charisma	Intelligence
Spaceship Command	Perception	Willpower
Trade	Charisma	Memory

LEARNING SKILLS – TRAINING ORDER

For those of you who want to know the most efficient order for training your leaning skills, train the following five skills in the order from 1 to 25 and you can't go far wrong. If there are any levels of the advanced Learning skills (*) you don't feel like training, namely Eidetic Memory 5 and Logic 5, simply omit them from the list.

SKILL	LVL1	2	3	4	5
Instant Recall	1	4	7	10	13
Analytical Mind	2	5	8	11	18
Learning	3	6	9	12	25
Eidetic Memory*	14	15	16	17	23
Logic*	19	20	21	22	24

Spatial Awareness, Iron Will & Empathy – train in any order.
Focus*, Clarity* & Presence* – train highest attribute first.

SKILL COLLECTING

While not necessarily a useful profession in EVE, skill collecting has become increasingly popular lately. At the time of writing, there were 312 skills available, totaling 340,992,000 skill points. Starfly (right) holds the record for the player with the most skills trained, at 289. I am right behind him, with 283. Other prominent skill collectors include Keyser Soze, Jul Nantu, and Femintaki.
Dr Caymus recently became one of the first players to pass 60 million total skill points. A list of the top skill gurus in several categories is maintained in the Skills area of the official EVE Online forums.

The basic learning skills and the Learning skill itself all use Memory and Intelligence as their attributes, while the advanced learning skills (*) use their own attribute as primary and another as secondary, with a perfect balance in attribute use overall. Logic and Eidetic Memory use each other's attributes, while Clarity, Focus, and Presence form their own skill triangle.

The order in which you train Spatial Awareness, Iron Will, and Empathy does not matter, as long as you start training them after finishing Learning Level 5. You have to train them to Level 5 before you can start training their advanced counterparts – Focus, Clarity, and Presence. The proper order for training these three advanced skills varies from character to character. Always start by training the first level of whichever skill you already have the highest attribute in. Then train the first level of the second highest, and finally the first level of the third highest. Repeat this order of training level by level until you have these skills where you want them.

Implants can also easily fit into this training regimen. 1-, 2- and 3-point implants require Science Level 3 and Cybernetics Level 1. If you intend to use these to help you through the process of training the learning skills, train for them as soon as you can, even before doing any learning skills.

➲ THINK OF CLONES AS INSURANCE FOR YOUR HEAD. WHEN YOUR SHIP IS DESTROYED, YOU EJECT IN YOUR CAPSULE. IF YOUR CAPSULE IS DESTROYED, YOU'D BETTER HAVE A CLONE THAT COVERS ALL YOUR SKILL POINTS

can hold implants that improve your attributes, while slots six through 10 are for hardwiring implants that improve something about your ships or modules. Currently there are implants that grant anywhere from a one to five point bonus to an attribute. Attribute-enhancing implants also benefit from the bonus given by the Learning skill, so a +3 implant can actually add as much as 3.3 points to an attribute.

CLONES

Think of clones as insurance for your head. When your ship is destroyed, you eject in your capsule. If your capsule is destroyed, you'd better have a clone that covers all your skill points. Unfortunately, clones do not cover your implants. If your capsule is destroyed, kiss your implants goodbye. (I always advise people not to buy implants they can't afford to lose.)

You can see information about your current clone in your character sheet under the General tab. If you die and your clone has insufficient coverage, you will lose five per cent of the uninsured skill points from the skill you have the most points in, up to a maximum of

five per cent of that skill. Always make sure your clone is up to date. Also, don't forget that when you die, you need to go purchase a new clone. You can buy or upgrade your clone at any station with medical facilities.

YOUR ACTUAL ATTRIBUTES AND TRAINING SPEED

EVE always displays your attributes as whole numbers, but most of the time they are not. The client truncates your attributes (not to be confused with rounding them). This means that an attribute could display as 20 but in actuality it could be 20.96. The hidden decimals are included when calculating skill training times, so you need to know exactly what your attributes really are.

If you know what your 39 base attributes are, calculating your actual attributes is easy. You simply add your base attribute, the basic attribute skill bonus, the advanced attribute skill bonus, and implant bonuses, then multiply that by the Learning skill bonus.

(Base + Basic + Advanced + Implant) * (1+(Learning Level * 0.02))

If you don't know what your base attributes are, you can calculate them by working the formula backwards and rounding the result up:

RoundUp(Displayed / (1+(Learning Level * 0.02)) – Basic – Advanced – Implant)

As I said earlier, each skill uses two attributes. To calculate just how fast you can actually train a skill, use the formula:

Primary + (Secondary / 2) ➲

> SPENDING MONTHS TRAINING THESE SKILLS CAN CERTAINLY BE A GOOD MOVE IN THE LONG RUN, BUT IT CAN COMPLETELY RUIN THE GAME FOR YOU IN THE BEGINNING

Always remember, even three-year old veterans die every day in EVE. Now here's John with the weather...

CCP insists we all start with mining at Level 1. Getting into a heavy barge could take some time, however

HISTORY LESSON

In the first months of EVE, players could slowly train skills by using ships and modules. For example, by using afterburners pilots would gain skill points in the Afterburner skill. Firing light neuron blasters would help pile on the points in the Small Hybrid Turret skill. The feature was removed to prevent power players from progressing faster than the rest of us.

This yields the number of skill points you train per minute for that skill. To figure the amount of time required to train a skill, simply determine how many skill points are needed and divide that by the training speed:

$(Goal\_SP - Current\_SP) / (Primary + (Secondary / 2))$

This gives you the number of minutes remaining.

LEARNING THE LEARNING SKILLS

Now that we've got most of the important calculations out of the way, it's time we tackled the process of actually training your Learning skills. Before we get into this, I want to make something very clear: don't spend your first two months training nothing but Learning skills, unless that's really all you want to do. Spending months training these skills can certainly be a good move in the long run, but it can completely ruin the game for you in the beginning. What you should do is simply train up your basic Learning skills to level 3 sometime in your first week. This won't take very long and it pays off within about two weeks. Then mix in the other learning skills as you can, training them overnight, or when you're on vacation. Just don't let the Learning skill grind get to you.

THE PAYOFF

Perhaps the most common questions I hear are: 'How worthwhile is it to train the Learning skills?' and 'How long does it take for training the advanced Learning skills to pay off?'

Most people decide not to train the five advanced Learning skills to Level 5, but for the few who have, they enjoy training speeds 2.51 times as fast as when they were born. If

you stopped training the advanced Learning skills at level 4, you'd be training 2.37 times as fast – still an impressive boost to your overall training speed. This, of course, excludes the effect of implants, which at present can increase the total improvement up to a staggering 3.22 times as fast as your original training speed.

I prefer calculating Learning skill payoffs as the skill points invested divided by the improved training speed. It is at that point that you will have the same number of non-Learning skill points as a player who went though identical training, but skipped those Learning skills. If you believe that the payoff should include not only breaking even on non-Learning skill points, but also in lost experience in the game, simply double the numbers I give you. (Payoff for Learning skill calculations should never be done for multiple levels of the Learning skills, as that does not provide an accurate figure for the mathematical breakeven. It should be noted that implants have no effect on these payoff calculations.)

Payoff for training basic Learning skills is mostly irrelevant, since you need them at Level 5 to train the advanced Learning skills, and the payoff for the Learning skill itself is highly variable depending on your Memory and Intelligence. (It can vary from 243 to 406 days for training from Level 4 to Level 5.) Advanced Learning skill payoffs are, more or less, set in stone. These payoff times are basically for the ideal situation where you train skills that use all five attributes evenly over the course of the payoff period. Each number is the combined payoff for training

all five advanced Learning skills up one level.

The payoff time for training all five advanced learning skills from:

Level 1 to Level 2: 7 days 8 hours 24 minutes and 50 seconds.
Level 2 to Level 3: 41 days 13 hours 49 minutes and 41 seconds.
Level 3 to Level 4: 235 days 4 hours 41 minutes and 49 seconds.
*Level 4 to Level 5: 3 years 235 days 11 hours 3 minutes and 38 seconds.*

You can see why most players never train these skills up to Level 5, but at the same time there are plenty of people who have, including myself. For me, the payoff was instant, because I'm happy knowing that from the moment I finished maxing out my Learning skills I was able to train just a little bit faster than everyone who hadn't.

COMPETING WITH THE VETERANS

First of all, EVE is not like a lot of the other games out there. There is no invisible ceiling that prevents your character from progressing after a certain point. Generally speaking, the veteran players will always be ahead, and there isn't much you can do about that, but this doesn't mean you'll never be an effective player against them. Quite the contrary; even one-month-old characters are more than capable of holding their own in EVE.

One of the beauties of EVE's skill system is that it suffers from diminishing returns. The higher you train a skill, the longer it takes to get that next little bit out of it. While five or 10 per cent certainly can make a difference in
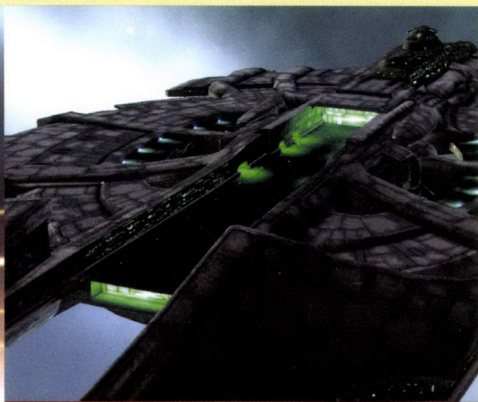
RARE SKILLS

There are a number of science and social skills that are not sold by NPCs and are often quite hard to find available for sale. These skills are very specialized, though, so you can expect to pay a small fortune should you find them and wish to acquire them.

Angel Encryption Methods
Bloodraider Encryption Methods
Guristas Encryption Methods
Serpentis Encryption Methods

Sleeper Technology
Takmahl Technology
Talocan Technology
Yan Jung Technology

Bureaucratic Connections
Financial Connections
High Tech Connections
Labor Connections
Military Connections
Political Connections
Trade Connections

No matter how skilled you are, never, ever take on a Bhaalgorn in a shuttle

MANAGE YOUR SKILLS – THE EASY WAY

If you can't get your head around the way skills work, you don't have to, especially with the likes of EVEMon around. After you've set things up, the wildly popular application sits in your system tray telling you how long until the current skill training is complete. Better than that, it allows you to create goals for your future character development, based either on attaining specific skills, being able to pilot a certain ship or use a particular module. *Six Anari, the creator of EVEmon, is interviewed on p14.*
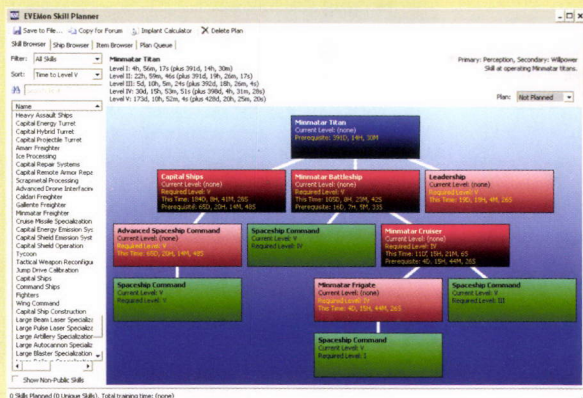
battle, more often than not it will not be what brings you down, especially in a fleet combat situation. Level 3 and Level 4 skills take very little time to train, and with the proper skills and tactics, newbies can find themselves giving the veterans some serious competition.

The biggest restriction you will find when trying to catch the veterans is their ability to use advanced ships and weapons that often require several Level 5 skills to operate. The key is specialization. Figure out what you like doing, and concentrate on getting to your goal. Don't make your goal to fly the nastiest Dreadnought anyone has ever seen; make it something reasonable like flying an Interceptor or a Heavy Assault ship. An effective Interceptor pilot can be made in a matter of weeks, and a good Heavy Assault ship captain can be trained within a few months. Your guile, fortitude, and steadfastness will be your only limitations.

LOOKING TO THE FUTURE

Combat boosters (effectively performance-enhancing drugs) are expected to make their first appearance in September. CCP hasn't been too specific about them, which is understandable given they are still being developed and tested. What *is* certain is that their effect will be temporary, granting various bonuses to attributes and skills, and each will also have a

negative effect that may or may not be difficult to predict or even detect. The Biology skill will hit the market at the same time, and it will – we assume – increase booster duration.

DNA Mutators, like attribute boosters, have been hidden in the game database for some time; these, however, also will not be implemented any time soon. In fact, we're told, mutators 'ain't happening'. Similarly, Advanced and Elite implants are not on the immediate radar (in fact player-made implants may be a reality before then). Clearly, then, while many like to speculate on CCP's future plans based on what's in the database, it's pointless to do so. There are more than 70 skills in the database that have yet to make it to Tranquility, many of which are never likely to. But that's not to say new skills aren't being considered. Indeed, with new professions such as salvaging, hacking, and exploration on the horizon (see p42), skills management is something that will become increasingly important for the dedicated EVE player, especially as characters take on ever-more specialist roles.

There are many other details about EVE's skill system that aren't covered in this *Insider's Guide*, so I'd like to invite you to join myself and the multitudes of other helpful people in the official Skills forum at www.eve-online.com.

SLACKTALK

With thanks to the omgrawr.net archives... keep 'em coming

Govna > do precisions work better vs drones than standard missiles?
Frank Horrigan > Common sense would say, Yes, but Eve sense says, No.

Ernest Graefenberg > The only place I'm going is going to town on someones ass.
**Ernest Graefenberg >** And I'm going there in a small gang.
Ernest Graefenberg > And that sounds incredibly dirty.

Gavinex9 > i need an oven inside my desk.
Gavinex9 > and a deep freezer by my computer.
Gavinex9 > Then i can make pizza while mining
Herculite > I'd settle for a hot secretary under it
Gavinex9 > can she make pizza?

Joskken Inx > BS in TXW, on the whatsit-called gate
G1mp > thats the best intel i've seen in weeks
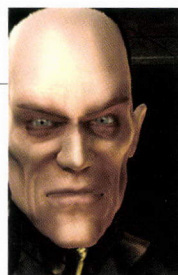
Farore Akino > This is awesome. I'm stealing from a theif.
Caldorus Cascade > What about the thief? He's got mouths to feed back home..
Caldorus Cascade > Heartless bastard.
Caldorus Cascade > Filled with hope and dreams! AND YOU TOOK THEM!

Zapatero > china beta launch day, i hear?
Oveur > I've been here since 3:30 this morning. its now 9:30. i have had better days :)
Oveur > the servers are straining at 20K concurrent right now... since they are all still in the bloody newbie systems.
Oveur > about 40,000 that cant get in atm
Zapatero > can the chinese servers theoretically handle more than Tranq – or are they pretty much the same?
Oveur > they are pretty much identical
Zapatero > i guess you're screwed then
Oveur > we pretty much are
Oveur > 'cause it just crashed :)

Dash Riprock > lol....just found the stack all button
Dash Riprock > been palying all these years
Dash Riprock > ND ONLY JUST DISCOVERED IT
Fried > heh no wonder you seem to be afk alot, you are stacking your hangers
Fried > hey Dash, those 3 cheverons to the bottom right let you undock

EVE A–Z
And so we progress to D...

Daylight
The time just after sunrise that ends just before sunset. Most EVE pilots tend not to notice it. Neither do EVE's developers, which is quite a feat considering daylight in Iceland lasts for six months.

Deadspace
Pockets of space accessible only via acceleration gates that are populated with 'rogue' technology – drones mostly, who have become despondent at being the pawns for human masters and simply wish to live a life of quiet solitude.

Destroyer
Ambitiously-named Frigate-class ships that are good for making pretty light shows.

Dev Blog
Successor to the Dev Chat, where developers try to second-guess answers to questions that tend to arise directly after the blog is posted. Recently, CCP hired a professional blogger to ghost write all the Dev Blogs. It's hoping the player-base won't notice.

Dev Chat
Fondly-remembered online get-togethers that were held in IRC between EVE's developers and paying EVE customers. Typically questions would flow forth along the lines of 'When is feature X being introduced/fixed?', it would be tossed around the Devs, effortlessly sidelined with a 'Soon' whilst the next question was being lined up. A minor development disaster would eventually be orchestrated and everyone would go home early. Same story two weeks later. Happy days.

Downtime
The hour of every day that all antipodean EVE pilots dread, where the universe shuts down for so-called maintenance just as their sheilas are delivering their tinnies. Officially, Downtime was created as an alarm clock to tell US pilots to go to bed. Europeans don't notice because they're at work/school, trolling the forums.

Drones
Typically housed by larger ships in dedicated bay areas, drones are small spacecraft that are controlled by artificially-intelligent neural subsystems. Designed to allow for some degree of autonomy while making sure the human overseer can direct overall combat strategy, these AI systems have been upgraded in recent months and drones have become adept fighters, able to strip the armour from allied ships in seconds and avoid subsequent retrieval. Enemy drones are usually a pilot's greatest ally.

EVE
ONLINE

COLLECTIBLE CARD GAME COMING 2006
www.eve-ccg.com

CCP   www.ccpgames.com

ONE OF THOSE DAYS

BETTER USE THE ICSC JUMPPLANNER
NEXT TIME

ICSC
Interstellar Capital
Systems Consortium

www.eve-icsc.com/jumpplanner